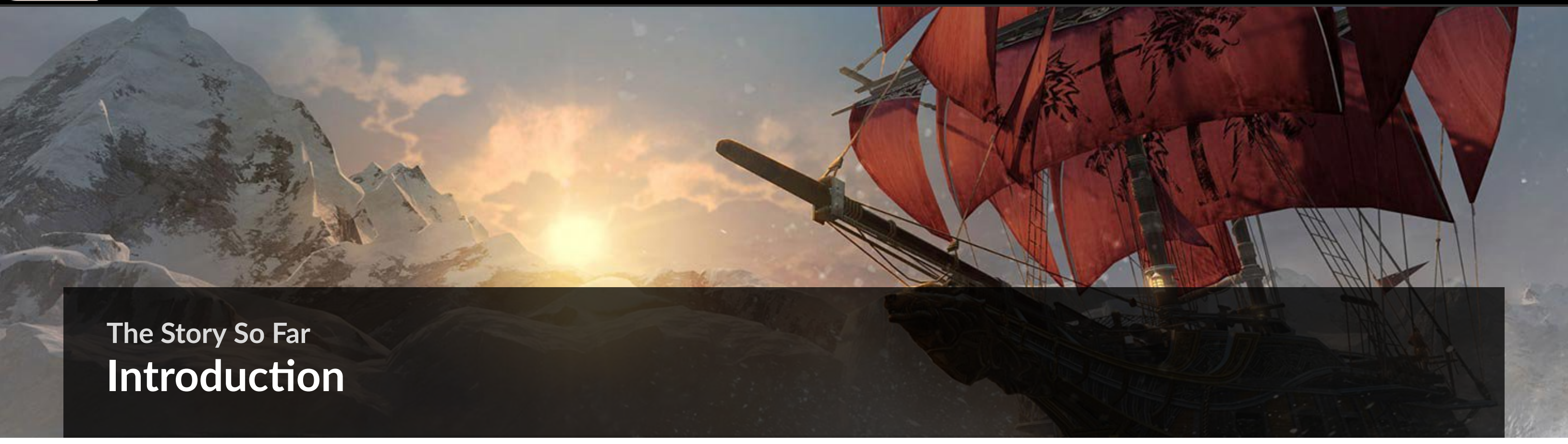
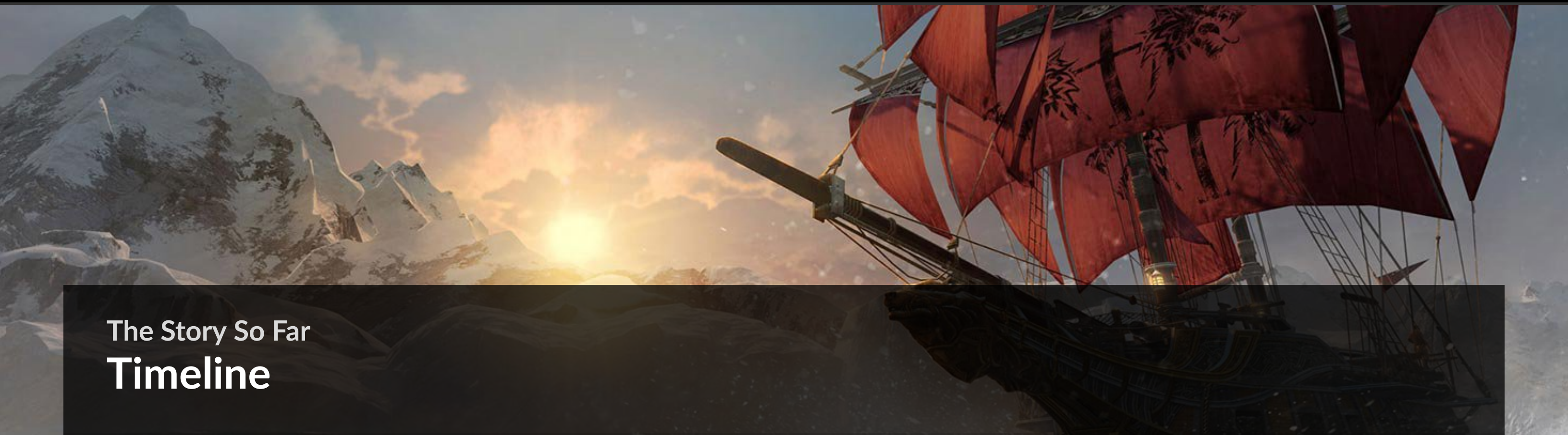


The Story So Far

Introduction

If you’re new to the series or didn’t play all of the previous titles, you might like a refresher for the story of *Assassin’s Creed*. Don’t read this chapter if you intend to play the earlier games and want to avoid spoilers.

This chapter begins with the history of the series and then provides an overview for the important characters in *Rogue* (some of them new and others returning from the past).



The Story So Far

Timeline

1191: Altaïr goes through the events of *Assassin'sCreed*.

1459–1499: The life of Ezio Auditore as covered in *Assassin's CreedII*.

1500–1507: Ezio's actions in *Assassin's Creed: Brotherhood*.

1510–1512: Ezio's actions in *Assassin's Creed: Revelations*.

1693–1735: The life of Edward Kenway, of *Assassin's Creed IV BlackFlag*.

1754–1781: Haytham Kenway's actions in *Assassin's CreedIII*.

2012 (September): Desmond Miles is forced into the Animus by Abstergo.

2012 (September): Desmond escapes from Abstergo and undergoes training.

2012 (October): Desmond survives an attack by Abstergo and flees to set up a new base of operations.

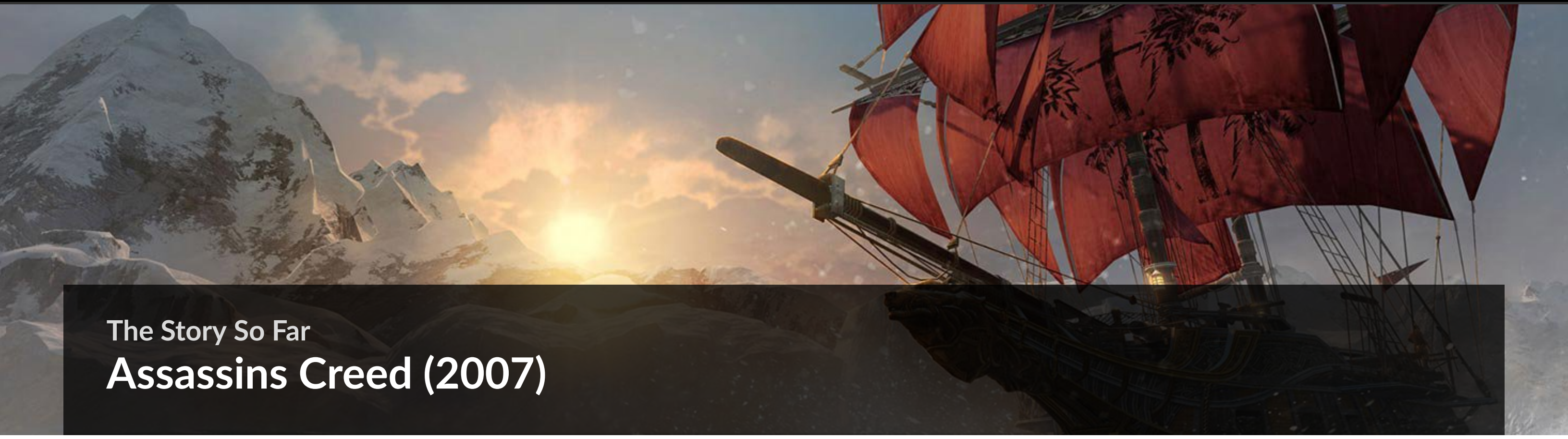
2012 (October): Desmond goes to retrieve the apple (a Piece of Eden) and ends up killing Lucy Stillman.

2012 (October): Desmond is placed in the Animus to protect him from brain damage.

2012 (End of October): Desmond uses the Animus to see the life of Haytham and Ratonhnhaké:ton (Connor).

2012 (December): Desmond enters the Grand Temple and gives his life to prevent a global apocalypse.

2013: An unnamed Abstergo employee is used to find out about the life of Edward Kenway.



The Story So Far

Assassins Creed (2007)

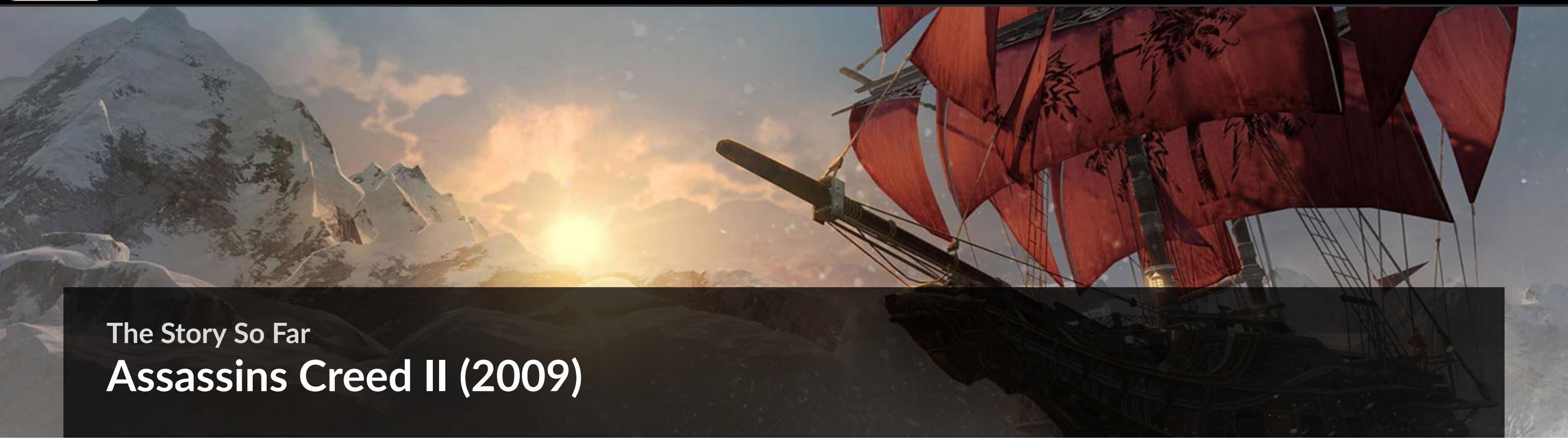
A bartender named **Desmond Miles** is captured by Abstergo, a company with strange technology and a sinister plan. They put Desmond into a machine called the Animus, which synchronizes him with memories of his ancestor Altaïr, an Assassin who lived during the Crusades.

Altaïr tries to prove himself by working against an organization known as the Templars. He kills nine officials from that order but learns of a traitor in the Assassin's own ranks. That man is Al Mualim, the de facto leader of the Assassin Brotherhood.

Altaïr goes after **Al Mualim** and stops him from using a powerful mind-control device known as a Piece of Eden. Altaïr defeats Mualim but sees many strange things that he cannot explain.

Throughout this story, **Lucy Stillman** occasionally brings Desmond back to his timeline. Lucy is working as a mole inside Abstergo. She warns him that his memories could uncover something much bigger that threatens not the old world but his own time.

Desmond also learns that the Templar Order is still alive and well in the modern day and that Abstergo is an arm of their hidden power.



The Story So Far

Assassins Creed II (2009)

Desmond breaks out of Abstergo, and both he and Lucy escape. They meet with others who are fighting back against the company. **Rebecca Crane** is in the resistance and works on Animus technology, and **Shaun Hastings** is the group's historian and scholar. They, also, have a version of the Animus and connect Desmond to it. He takes on the memories of Ezio Auditore de Firenze, of Florence, Italy. And the adventure begins anew.

Ezio sees his father and brothers killed by a vicious official. This sends the rest of Ezio's family into hiding while Ezio trains in the arts of killing. He swears revenge against this corrupt man.

Ezio's uncle Mario and Leonardo da Vinci himself assist Ezio as he investigates and wipes out the Templars. He hears about an artifact called the Piece of Eden, which is in the form of an apple. It's being held by **Rodrigo Borgia**, someone who is destined to become Pope.

A decade passes, and Ezio hears that Borgia still has the apple and carries a second Piece of Eden as well—a staff that he keeps with him.

Ezio locates Borgia and uses the Pieces of Eden to find a secret chamber. There he meets Minerva, who somehow can let Ezio and Desmond speak to each other! Minerva warns of destruction to come, harkening back to the warning of the first Assassin's Creed. We learn that Desmond is the key to avoiding this apocalypse.

There isn't long to process this information before Abstergo discovers the resistance hideout. Everyone is forced to flee, and that is where this story ends.

The Story So Far

Assassins Creed: Brotherhood (2010)

Desmond gets away from Abstergo and returns to the Animus to find out what the danger is to his world. He assumes Ezio's role once more and finds out that **Cesare Borgia**, the son of the Pope, is after Ezio. Mario is killed during an attack, and the apple is stolen.

Instead of going by himself to respond to this evil, Ezio starts training other Assassins to aid him. When he's ready, **Ezio** goes to confront Cesare and watches his foe poison the Pope with the apple. Ezio captures Cesare and retrieves the apple, but Cesare soon escapes and takes the apple with him.

Ezio and his brotherhood of Assassins must go to war against Cesare and his army. Ezio and his forces succeed, and Cesare is thrown to his death. The apple is retrieved, and Ezio finds a safe hiding place for it. He shows this to Desmond through the Animus.

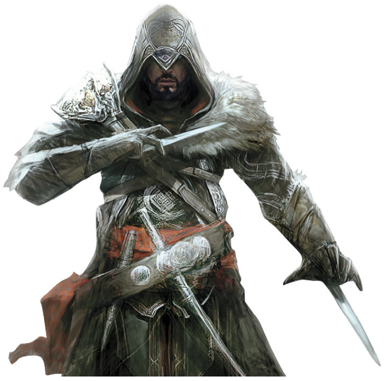
Desmond seeks the apple in the present day, and finds it! He also meets another strange figure. This one is named Juno. She forces him to stab Lucy after learning that she has joined the Templars, and Desmond falls into a coma.

The Story So Far

Assassins Creed: Revelations (2011)

Desmond wakes from his coma, but he is still inside the Animus. His companions believe that he'll suffer irreparable damage if they can't find a way to control the negative effects of the Animus. Ironically, that means that he is safer left inside the device.

He meets Subject 16. Desmond finds out that he won't be able to wake unless he can finish **Ezio's** and Altaïr's memories. Subject 16 sacrifices his life so that Desmond can continue this journey.



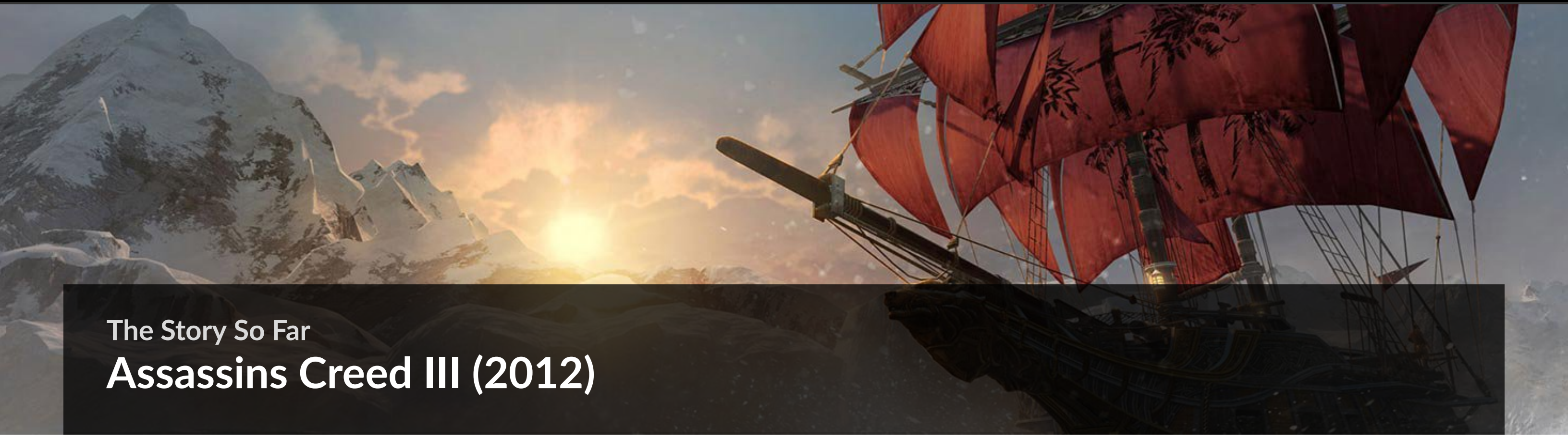
Ezio's memories continue years after the death of Cesare. The Assassin is hunting for the origins of a man named Masyaf. Ezio uncovers Altaïr's library and finds out that the Templars are also trying to find something hidden there.

Ezio has to fight against several agents who are working for the Templars, and this results in his banishment from the city. He still finds what he needs to open Altaïr's library, where he discovers everything that Altaïr did in his later life.

Ezio takes this information and tracks down Masyaf. This is where he finds Altaïr's corpse and the Piece of Eden that the dead Assassin was carrying. Desmond and Ezio speak, and Ezio leaves his Assassin tools there.

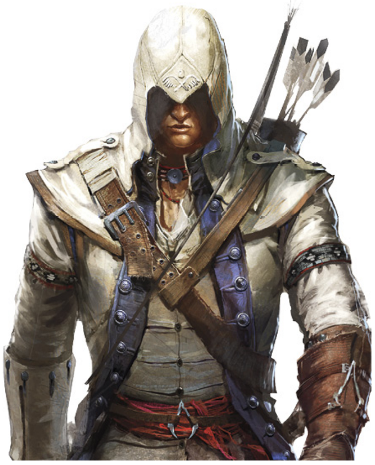
Desmond soon meets another strange figure named Tinia (also known as Jupiter). Tinia explains that they are from a past society that tried to save the world but failed in their task. The Earth was greatly damaged during their time, and a similar catastrophe is coming. This can be stopped, but Desmond must find the vaults where their technology is hidden. That knowledge is inside a Grand Temple that houses an entire civilization's worth of wisdom.

Desmond wakes, and his resistance allies are there waiting for him. He explains all that he has learned about the danger to Earth and how it can be stopped.



The Story So Far

Assassins Creed III (2012)

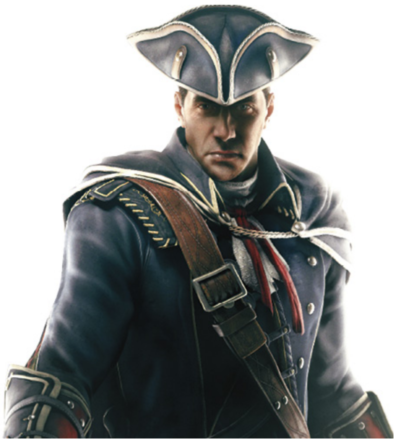


Desmond and the resistance members travel to New York. They try to get into the server room there, but Desmond passes out soon after. He's put into the Animus, and there he links with Haytham and then later **Ratonhnhaké:ton** (**Connor)**, his son.

Kenway is an Assassin who is secretly working with the Templars. He meets Connor's mother while working this way, and the two bond. Connor is born, but his mother dies and Achilles trains him to be an Assassin.

Connor grows up and works with the Patriots to stop Templar plans during the American Revolution.

Ratonhnhaké:ton (Connor)eventually confronts and kills **Haytham Kenway** after learning the truth about Haytham's loyalties. Afterward, Connor goes after Charles Lee, the man he belives is responsible for his mother's death. Connor kills Lee, and he finds a special amulet soon after.



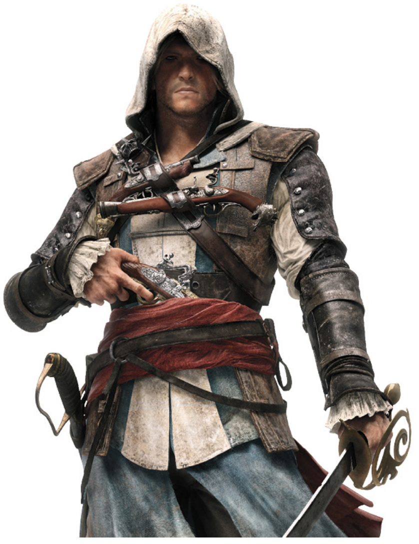
Juno, one of the holographic strangers, tells Connor to bury the amulet.

Desmond uses this information to find the amulet in the modern day, and he opens the door to one of the temples. Juno tells Desmond to interact with a control sphere inside the temple. Minerva appears as well, but she warns that Juno is also a grave danger to the world and that the sphere will release her.

Desmond eventually uses the orb anyway, freeing Juno and dying in the process. This ends one horrible danger, but another one is unleashed.

The Story So Far

Assassins Creed IV Black Flag (2013)



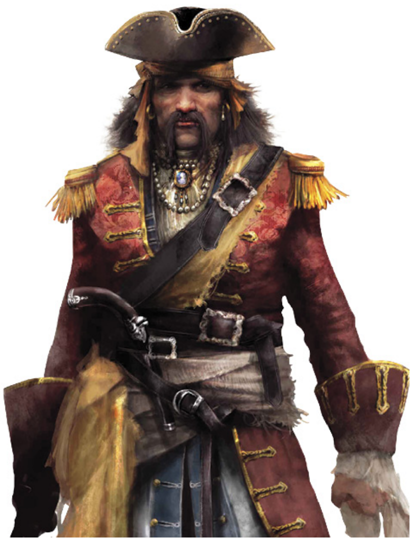
Abstergo took samples from Desmond's body to continue their research. A new protagonist appears in this release of the series, and he's hired to go through more of the memories. He takes on the role of **Edward Kenway**, a pirate (and also the father of Haytham Kenway). Historically, this game takes place before the events of *Assassian's Creed III*, but the modern actions and consequences still occur after those from the earlier game.

Abstergo is looking for information about an ancient structure called the Observatory, and they hope that Kenway's memories will lead them to it.

Edward uncovers a conspiracy between Templars in Britain and Spain. They've located the Sage, Bartholomew Roberts, who knows where the Observatory is hidden. The facility's purpose is to monitor anyone, anywhere in the world with just a sample of their blood.

Edward kills an Assassin named **Duncan Walpole** and then takes his place at a Templar meeting in Havana, where he learns more about the hunt for the Observatory. This starts a great naval journey that takes him from the Americas to the Caribbean and on toward Africa.

He eventually catches up to **Bartholomew**. They find the Observatory together and take the artifact that gives it power. Bartholomew turns on Edward, and the Assassin ends up in prison. He escapes and joins Ah Tabai to chase down Roberts and the Templars. Kenway gets the artifact back and returns to the Observatory to seal it away.



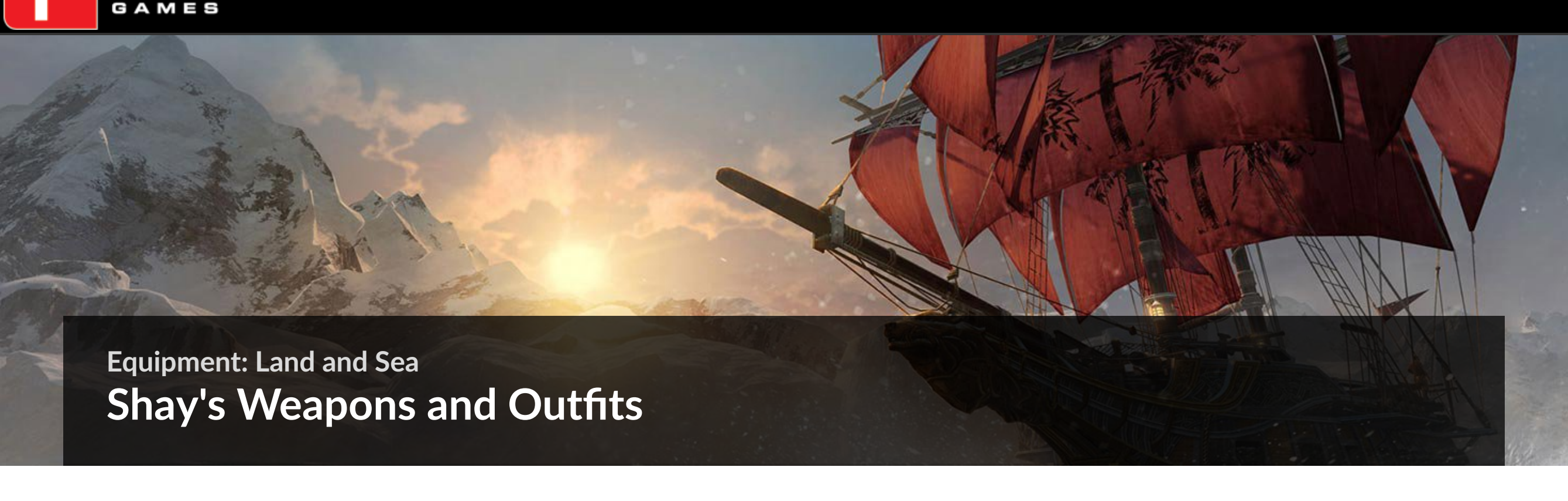
Finding out that his wife has died and that he has a daughter named Jennifer, Edward returns to England.

Back in the modern day, our protagonist meets John, another Abstergo employee. They work together to find out what's going on at the company. The information is taken to Shaun Hastings and Rebecca Crane, who are still working in the resistance against Abstergo.

Meanwhile, the protagonist's work does not go unnoticed by Abstergo Entertainment. CCO Olivier Garneau and project manager Melanie Lemay praise the research this prodigy is doing, but eventually Lemay suspects that the employee may be compromised. Some time later, Garneau disappears…

John helps the protagonist to get into the Animus core, and Juno appears. She explains that she cannot influence the world at this time, nor can she possess the protagonist as her agents planned. John, who is the reincarnation of Bartholomew Roberts, tries to kill the protagonist to hide his plans. Instead, he is slain by Abstergo agents.

The protagonist is contacted by the Assassins, but they don't know that Bartholomew was there at Abstergo, nor do they know who else could be serving his order, the Instruments of the First Will.



SHAY'S WEAPONS AND OUTFITS

Shay and his sailing vessel have all manner of wonderful tricks and weapons to deploy his enemies. This chapter tells you how they work and how to upgrade them. There's never anything wrong with doing even more damage or surviving despite impossible odds.

Shay's most basic weapons are his set of blades and his pistols. These give him close-range and long-range fighting potential against any enemies he faces. These are upgraded with money, but sometimes there are special conditions that must be met before you can gain some of the more intricate weapons that appear later in the list.

SWORD AND DAGGER SETS

Your sword and dagger set determines the base speed, combo count, and raw damage of your melee attacks. Better weapons make it easier for Shay to dispatch multiple attackers during long skirmishes. If you enjoy swordfighting as much (or more than) as assassinations, these are a good use of resources when considering upgrades.

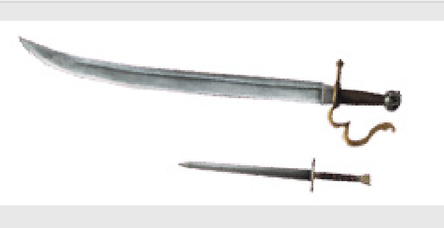
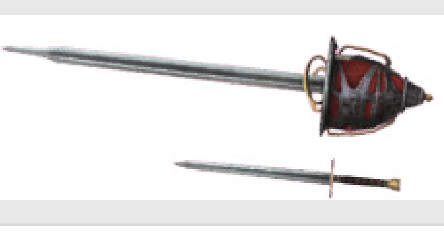
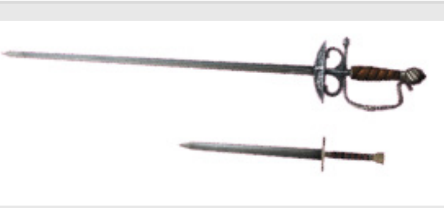
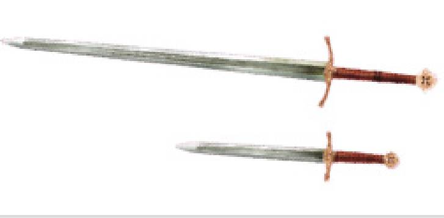
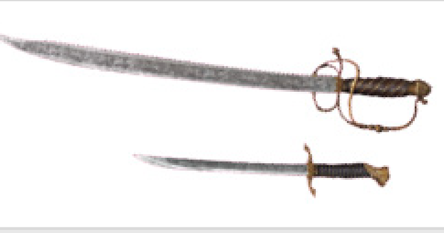
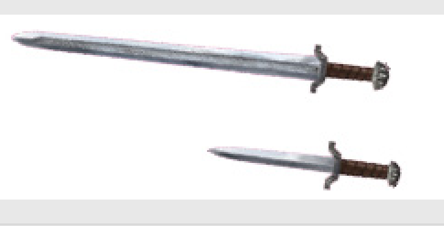
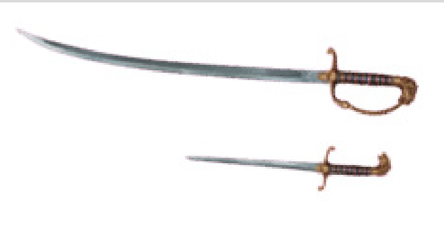
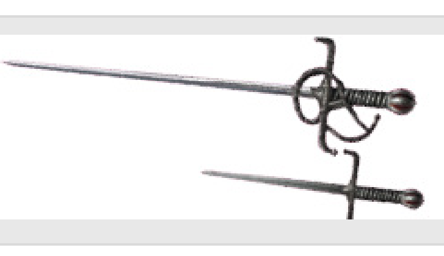
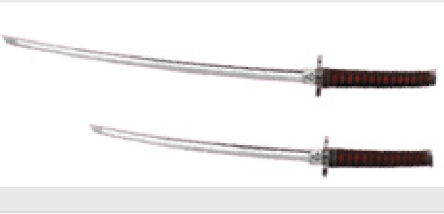
The Speed and Combo stats are the most useful. Weapon speed makes it easier to attack quickly, stay ahead of your enemies, and avoid damage.

Combo factors into the number of strikes it takes to initiate a kill move. In some ways, that makes it as much (or more) of a damage skill as your actual Damage rating. The higher your Combo, the faster your combinations of sword attacks build into a kill move. For many players, this is the best stat for scoring kills in a fight.

Damage is the least important of the stats in most engagements. Because the majority of your kills are triggered by countering, breaking defense, or combinations, you rarely have to worry about the direct damage your blows inflict. This isn't unimportant, but you should usually focus on Speed and Combo first, and try to obtain a weapon with the best Damage output after the others are as high as you can afford.

DON'T STRESS OVER STATS

It's important to know what the stats mean, but don't give up your favorite weapon just to get a minor upgrade. This system is very generous in regard to style, and even the "weaker" weapons are still very deadly in the hands of a skilled player. You can absolutely choose your weapon based on visual style and fun, rather than raw statistics.

WEAPON	WEAPON NAME	SPEED	COMBO	DAMAGE	COST (£)
	French Cutlass	1	2	1	N/A (Default)
	Pirate Scimitars	2	2	1	1,200
	Colonial American Cutlasses	2	2	2	3,000
	British Cutlasses	3	2	2	5,000
	Privateer Cutlasses	3	2	3	6,500
	Scottish Broadsword	3	3	3	8,000
	Hanger Sword	4	2	3	12,500
	Cuttoe Sword	3	4	4	10,000
	English Infantry Hanger Sword	4	3	4	13,000
	Officer's Short Sword	3	5	4	14,000
	Bastard Sword	4	3	5	18,000 + Complete "Armour and Sword"
	Governor's Sword	5	4	3	Carry out all Renovations
	Hunting Sabre	4	2	3	Complete all hunting quests
	Viking Sword	4	3	4	Complete the Viking Sword quest
	Admiral's Lion Sword	3	2	3	Complete the Gothenburg fleet mission
	Spanish Sword	4	2	4	Complete the Gibraltar fleet mission
	Altaïr's Sword	4	5	5	Complete all fleet missions
	Katana	2	3	4	30 + Redeem on Uplay

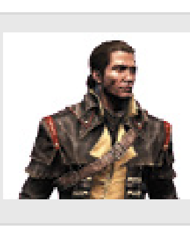
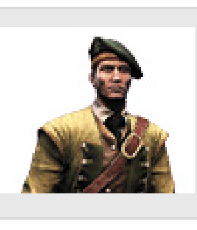
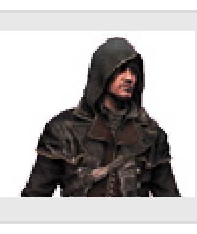
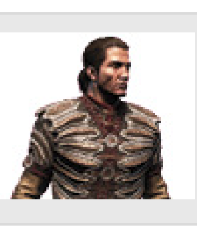
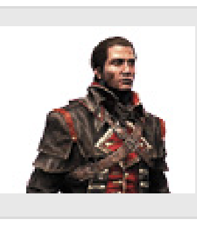
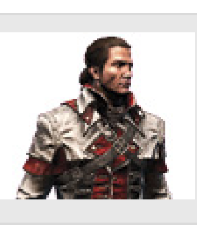
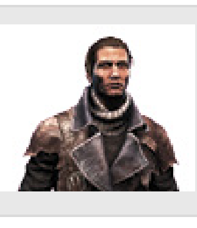
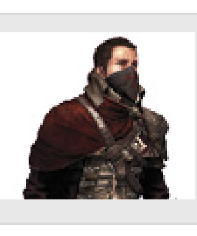
PISTOL SETS

Pistols are rated on their damage output, ability to stun targets, and the range at which they're effective. In a pinch, Damage and Stun are the important stats because they'll get you out of the most trouble. Pistols with better range have more "snipe" potential, but they don't have the run-and-gun power that you often need. And there are pieces of equipment that are better for taking down ranged targets when you're trying to be subtle. Pistols aren't subtle Assassin weapons, after all. They make a huge amount of noise. Their best use is for taking down the most dangerous targets before you have to enter an extended swordfight.

Pistol headshots do incredible damage to targets. Even enemies who would be bosses in any other game can be dropped quickly if you use your pistols well. Practice your aim and watch the world become a more dangerous place for your enemies.

	WEAPON NAME	DAMAGE	STUN	RANGE	COST (£)
	Common Flintlock Pistol	1	1	3	N/A (Default)
	Pirate Flintlock Pistol	3	3	1	800
	Standard Wheelock Pistol	1	1	5	5,000
	Belgian Engraved Pistol	1	3	5	7,000
	Queen Anne's Pistol	3	3	3	8,000
	Admiral's Lion Pistol	3	3	3	Complete the Barbados fleet mission
	Indian Flintlock Pistol	3	3	5	Complete the Yanaon fleet mission
	Scottish Flintlock Pistol	3	5	3	Complete all Forts, Gang Headquarters, and Settlement activities
	English Percussion Flintlock Pistol	5	3	5	Complete all Abstergo Tablets and go to River Valley
	Edward's Pistol	3	3	3	40 + Redeem on Uplay

OUTFITS

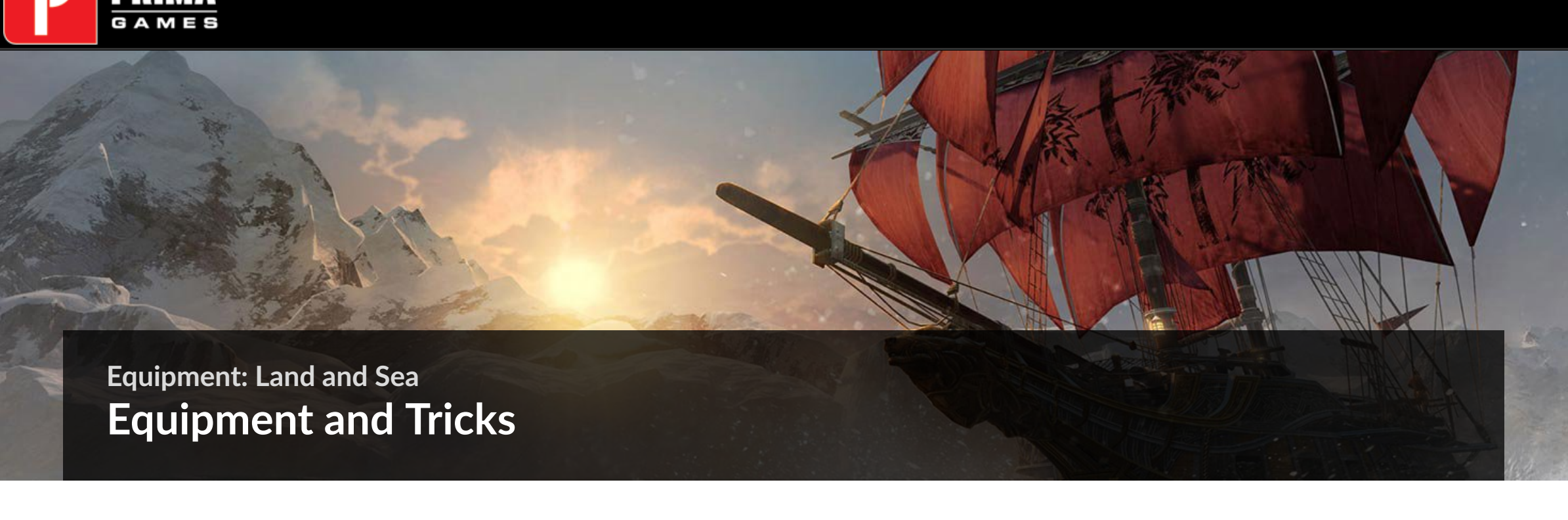
OUTFIT	OUTFIT NAME	COST (£)
	Assassin Outfit	N/A (Story)
	Interim Outfit	N/A (Story)
	Explorer Outfit	N/A (Story)
	Raider Outfit	5,000
	Tracker Outfit	8,000
	Sharpshooter Outfit	10,000
	Captain Outfit	12,000
	Dark Assassin Outfit	15,000
	Versailles Outfit	Complete the game
	Native Armor	Complete Native Pillars quest
	Templar 11th Century Armor	Complete the Templar Maps quest
	Templar Enforcer	Complete all Assassin Intercept missions
	Viking Armor	Complete the Viking Sword quest
	Templar Master	Complete all Legendary battles
	Admiral Outfit	Complete the Malacca fleet mission
	**Hunter Outfit**	Craftable
	Whaler Outfit	Craftable
	Frontiersman Outfit	Craftable
	Arctic Explorer	Craftable
	**Assassin Killer Outfit**	20 + Redeem through Uplay

Outfits are gained by crafting or buying. Look in the "Hunting and Crafting" chapter to learn how to make them, but select the one you want based on style and appearance. Outfits don't give you higher resistance to damage, so they're more of a fun factor than a combat item.

Once you're far enough into the game, you can switch outfits in the Captain's Quarters of the *Morrigan* by interacting with your armor stand.

SPECIAL BONUSES

The majority of outfits in Assassin's Creed Rogue do not have any impact on gameplay. They



Equipment: Land and Sea

Equipment and Tricks

Now we're into the best part of the discussion; these are the tools of the assassain trade. With them you can take out anything on land that you face. Whether with stealth, speed, or raw power, you have the ability to defeat entire groups of foes without breaking a sweat.

HIDDEN BLADES

The hidden blades are Shay's discreet killing weapon. He stabs individuals in vital locations and ends their lives quickly when he's outside of combat. Though still useful during battle, they don't have the speed and ferocity of a sword and dagger, so they're most often used when you're moving around town and taking out guards discreetly.

locate Hope
139 m
throw bomb Y
draw weapon X
counter B
jump A
£ 194655
4

SWORD AND DAGGER

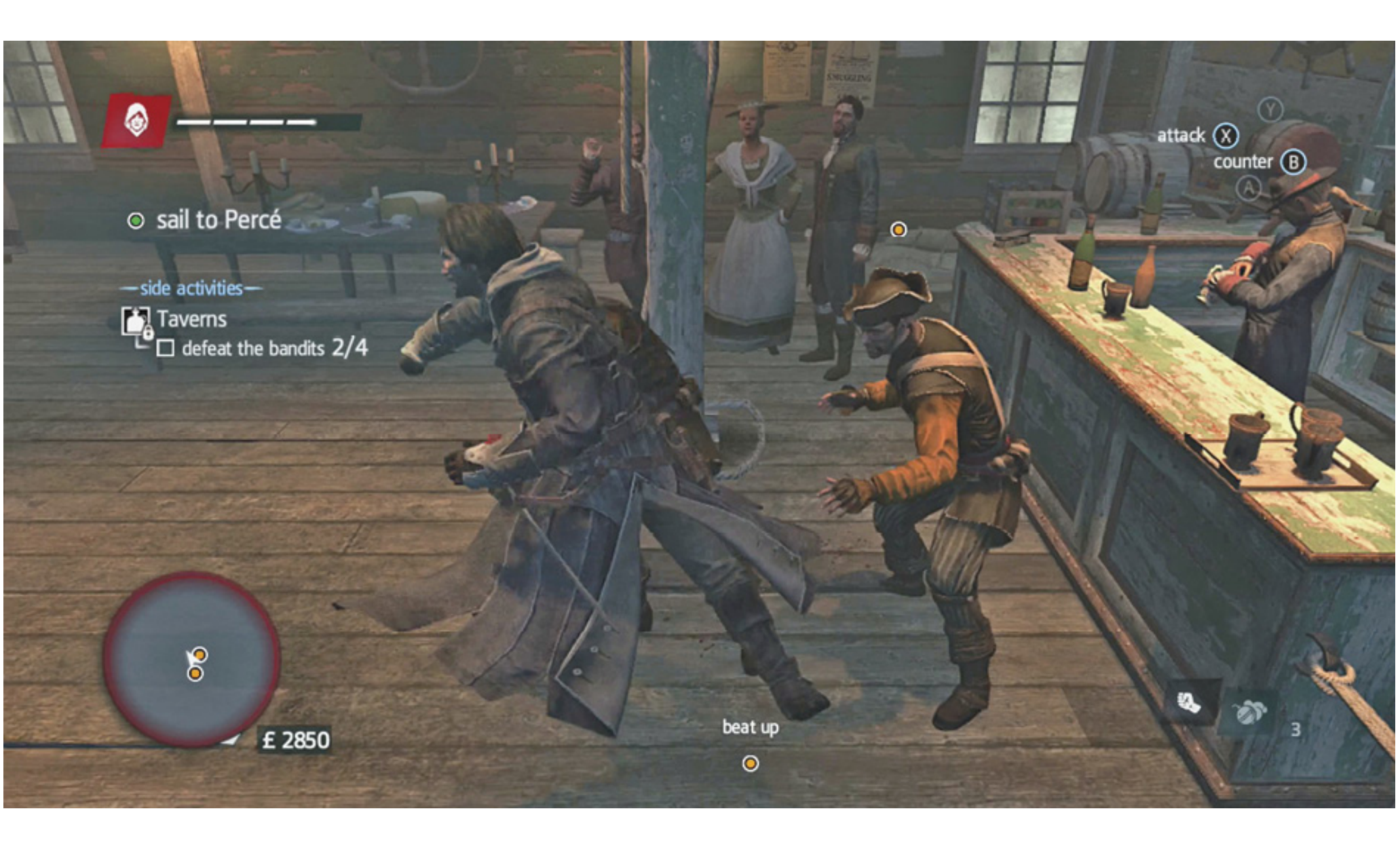
Shay's sword and dagger style relies heavily on counter techniques. He can kill some opponents by beating them down with repeated attacks, but more victories are ensured by using Break Defense, counter, and then counterattacks. That's the way to win real fights.

Practice tapping the Counter button every time you see a red blip above an enemy's head, and use Break Defense whenever an opponent blocks or deflects your swings.

escape the area and hide
pick up weapon B
£ 8708

UNARMED

Unarmed combat is often reserved for barroom brawls. Shay can't kill his enemies quickly when fighting without a weapon (but a long enough combo still gets the job done). This is usually better for showing off or grabbing special challenges. Counter an enemy while you're unarmed, and Break Defense to steal their weapon. Now use it against them and their friends. This is especially useful against gunners, so you have a free ranged weapon after the fight or against agile guards. These foes have throwing knives that give you a fast kill against most targets.



AIR RIFLE

The air rifle is similar to the pistols; you need to have ammunition for it to be effective. Ammo comes in the form of darts (single-target weapons) and grenades (to use against groups). These each have varying uses, so they are each discussed in turn.

SLEEPING DART

counter B
£ 851977
14

Sleeping Darts put a single target down for a short time. Craft upgrades to increase this duration and make the darts even more useful. Use Sleep Darts to bypass a difficult situation or to put foes out of action long enough to sneak up, kill them quietly, and move on.

As such, these darts are powerful for stealthy activities whether you're being violent or not.

BERSERK DART

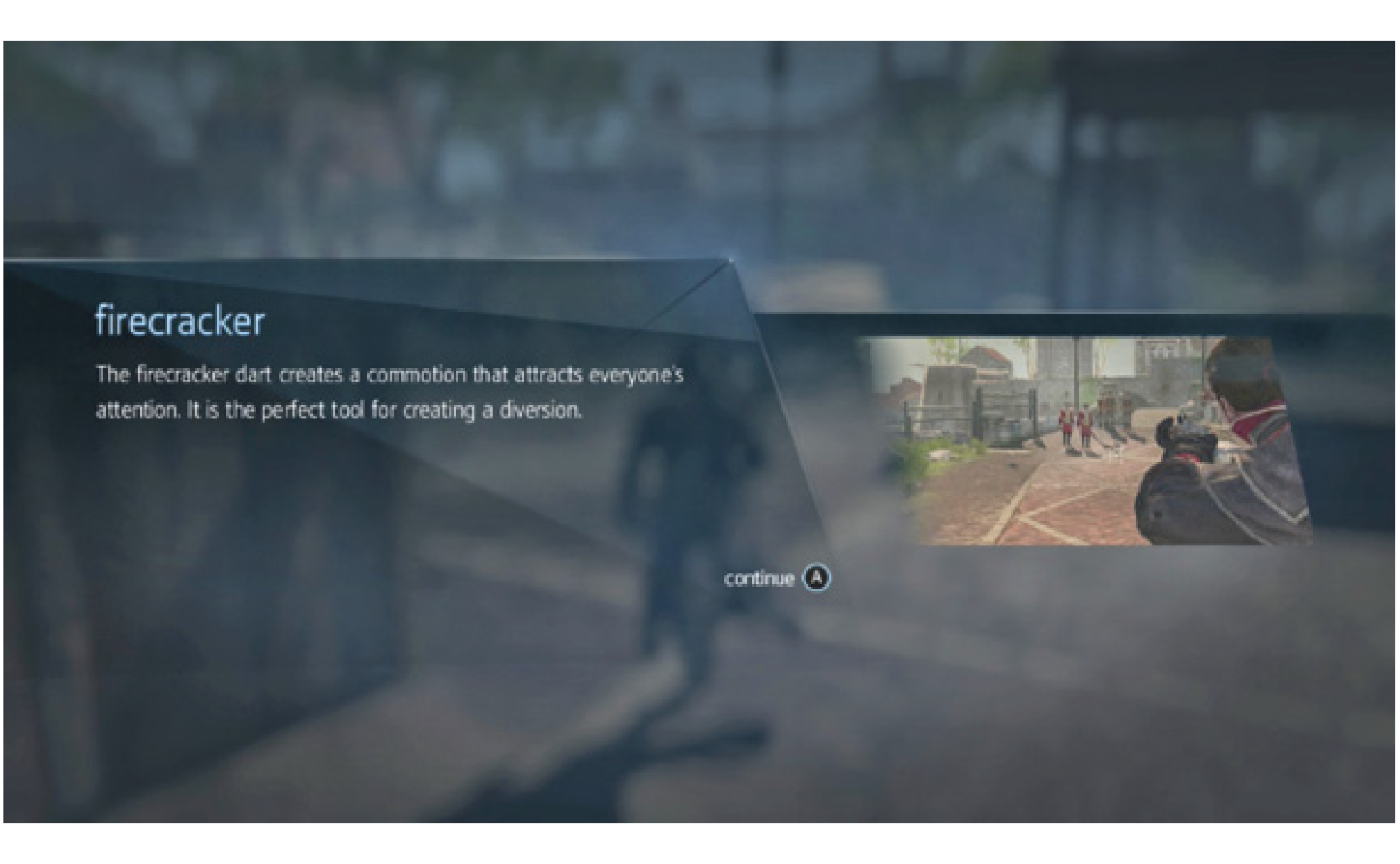
locate Adewalé
£ 140912

Berserk Darts are more aggressive. They'll turn the target into a madman who attacks his allies after a short period of freaking out and standing in place. Not only will your target likely hurt his own friends, but he'll also die at the end of the dart's duration.

Note that Berserk Darts don't prevent guards from attacking you. Stay away from berserking enemies to ensure they don't lock onto you as the focus of their rage.

Berserk Darts make a great distraction. They'll turn enemies against each other, pulling even more troops away from their patrols. Casualties can be high, especially if you cause a well-placed gunner to go nuts. He'll shoot all over town, taking out rivals for you throughout a long engagement.

FIRECRACKER DART



firecracker

The firecracker dart creates a commotion that attracts everyone's attention. It is the perfect tool for creating a diversion.

For a more subtle and stealthy aproach, use the Firecracker Dart. These items chase Assassins out of hiding, lure guards out to investigate the noise, and give Shay time to sneak in the other direction when no one is looking. These darts don't do any damage, so they're almost worthless when fighting openly. If you want to cause more chaos, use Firecracker Darts to break open poison or gunpowder barrels. The darts detonate these, creating havoc around them.

SLEEP GRENADE

Sleep Grenades have the same potential as Sleep Darts but give you an area of effect to work with. These bombs are wonderful when there are large clusters of guards (by gates or other entrances). Instead of having to sneak around, you put the entire cluster to sleep and walk right in. Slitting all of their throats is an optional bonus.

BERSERK GRENADE

gas mask
gas mask
£ 851977

Berserk Grenades are a bit more evil than Berserk Darts because you quickly create an entire squad of attackers. Because they aren't isolated, these foes can do even more damage in their own area.

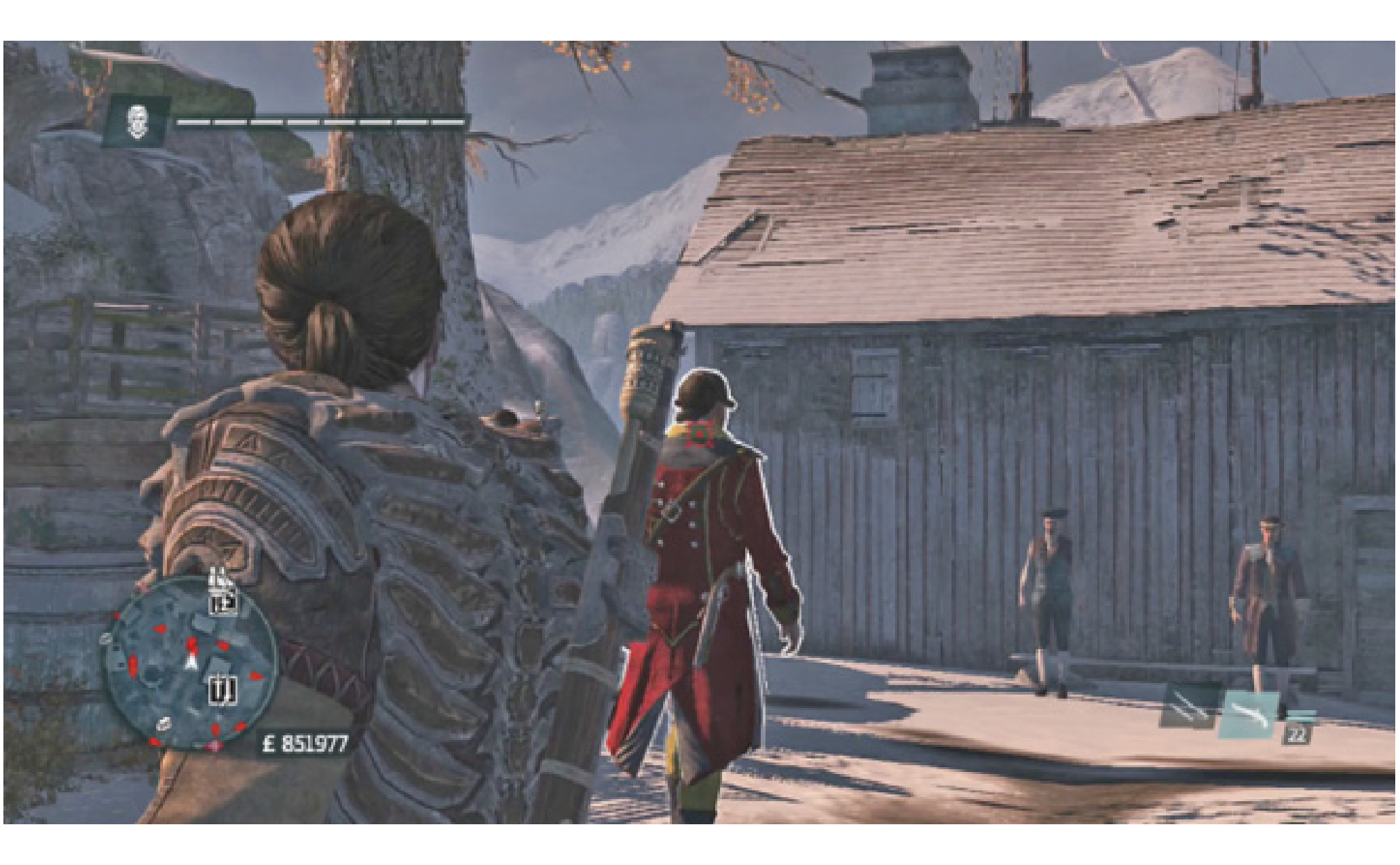
Berserk Darts are better against isolated troops, like gunners. Berserk Grenades are best against patrolling duos and trios of melee troops.

SHRAPNEL GRENADE

PRESS A to BREAK enemies' defense
£ 851987

And now for the least subtle weapon you have. The Shrapnel Grenade does direct damage wherever it hits. Kill polar bears, enemy captains, and clusters of troops with these loud, horrifying tools. You can even blow open doors with them. When trying to be stealthy, don't even look at your Shrapnel Grenades. They're not an option.

PISTOLS



Pistols give you direct, ranged damage. They're very deadly if you aim well and hit with headshots, but even a body hit gives you a way to slow running opponents and gives Shay time to catch up and finish the deal.

Pistol hits have a fairly good stun time. That is a wonderful way to mess with other ranged attackers that are trying to hassle you. Because Shay has twin pistols, it's possible to nail an enemy in the body with the first shot, aim slowly up toward the head while the target is stunned, and finish them with the second shot before they recover. Reload afterward (when running for cover, as needed).

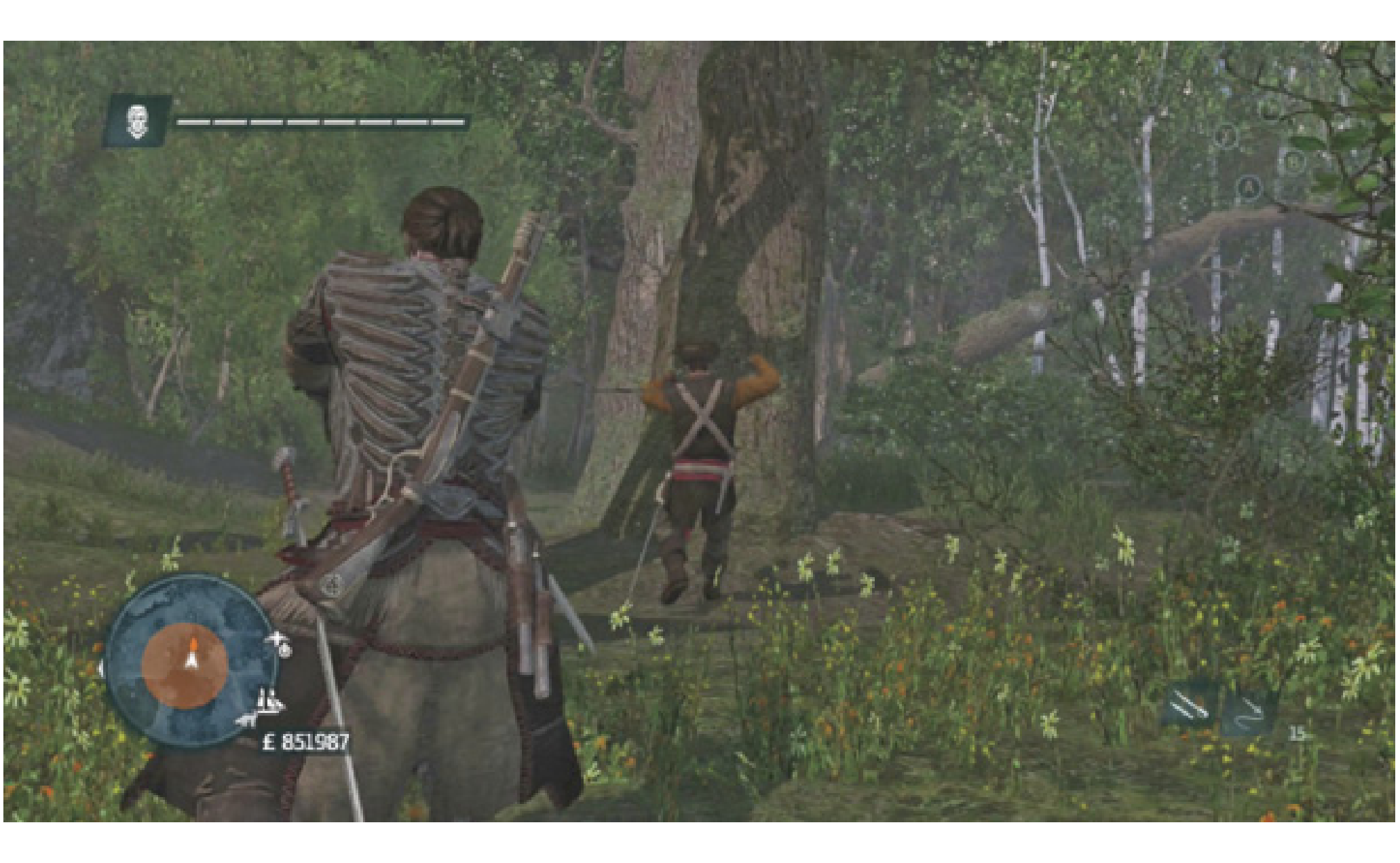
SMOKE BOMB

throw bomb Y
£ 851987
12

At first, you're likely to think of Smoke Bombs as a tool for getting out of trouble. They break line of sight with ranged targets and confuse local enemies. They'll spend almost 10 seconds freaking out while you can do whatever you want. And, yes, that is great for escaping trouble.

However, Smoke Bombs are a lethal tool as well. If you're surrounded, drop the bomb at your feet and perform assassination attacks. The enemies can't defend well against Shay when they can't see him, so it's often possible to kill three to five targets during the recovery time from a single Smoke Bomb!

ROPE DART



Rope Darts are odd items. They're either used from above a target to hang them or from range if you're trying to catch them and get them closer to Shay. Hanging enemies is a royal pain if there are other targets around; people tend to spot their buddies when the poor sods are gasping, kicking, and struggling against a murderous tree bandit. Avoid Rope Darts when you're trying to be especially quiet and subtle. Sleep Darts are better for many of the same tactics.

Save your Rope Darts for fleeing opponents or isolated

guards that should be both killed and pulled out of the way (Shay brings the enemies over to his position even when using the Rope Darts from above).

THROW MONEY

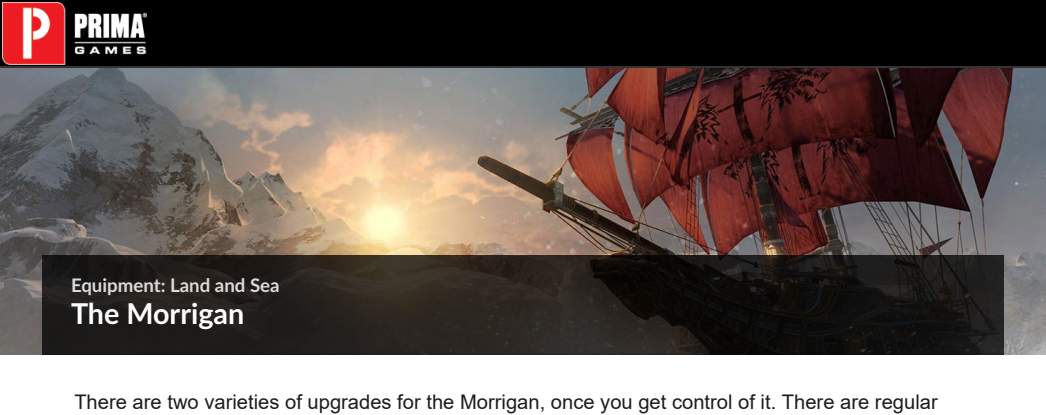
throw money Y
£ 851977

Nothing distracts people like free cash. If you're near a bunch of civilians and want a serious disruption, throw your money around and let people swarm to pick it up.

THROWING KNIFE

You can carry only one of these, so they're more of a situational tool. When you have a single guard to beat and you need a fast kill at short range, this is a good choice. You replenish your knives by stealing them from agile guards (who are easy to notice because they wield knives instead of heavier weapons).

35 m
take over the gang headquarters
locate and kill the gang leader
cut down the gang flag
attack X
break defense A
£ 3598
8

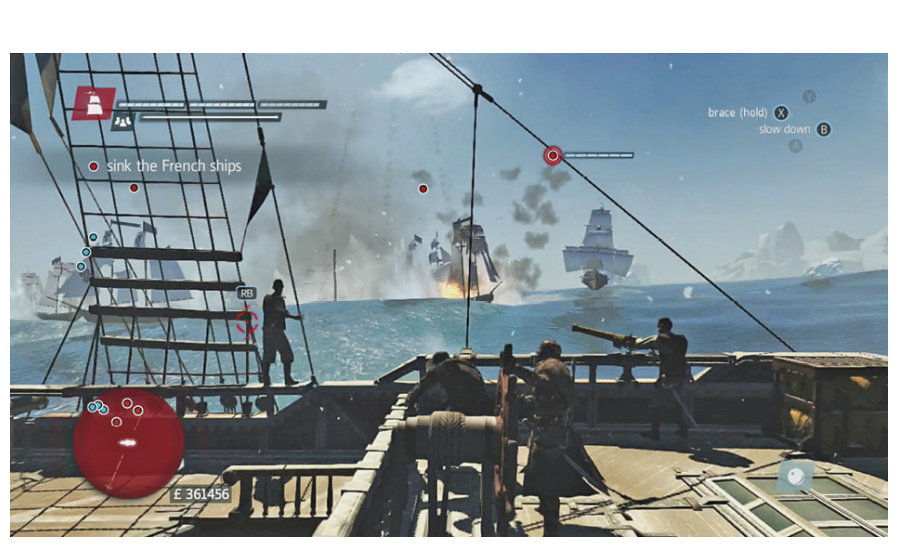


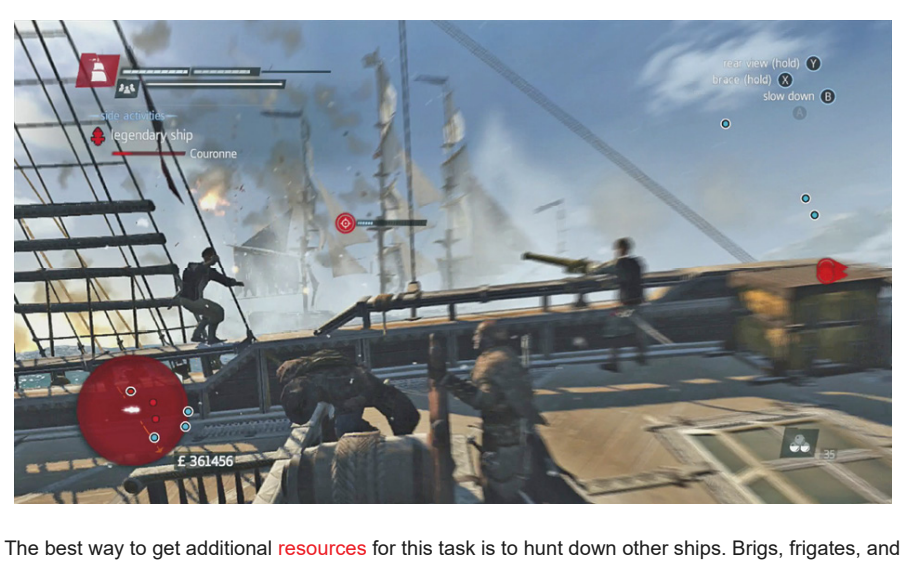
Equipment: Land and Sea

The Morrigan

There are two varieties of upgrades for the Morrigan, once you get control of it. There are regular ship upgrades that improve the vessel's combat performance, and there are appearance changes that let you customize the way it looks. Both cost money and materials, and you might be required to complete certain parts of the game or locate special Blueprints to gain access to all of the upgrades.

Because it's easier to maraud around the seas and collect additional materials once you have a better fighting ship, you may want to prioritize weapon and armor upgrades before going after supplemental improvements to your storage, capacity, and appearance. However, it's your ship, and you should do as you please with it!



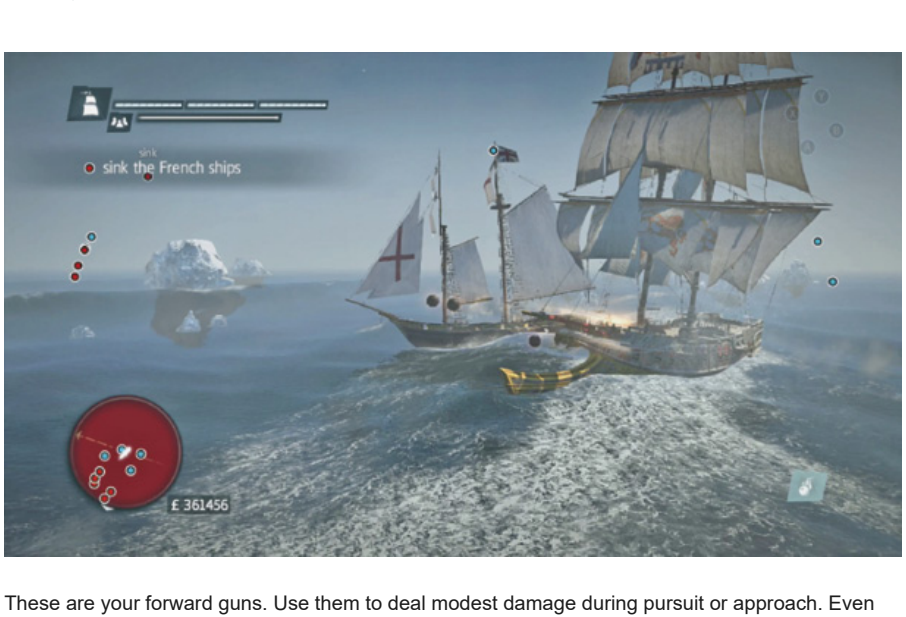


The best way to get additional resources for this task is to hunt down other ships. Brigs, frigates, and even larger vessels are out there on the seas, and they're laden with goods. Metal and wood are the two resources that you need the most for your naval upgrades. Board ships to get their full cargo or sink them to get half of their yield.

If you attack vessels heavily and get a high Wanted level, even more ships come after you. As long as you survive, this is a great way to make even more money and resources without doing anything that you weren't already interested in doing.

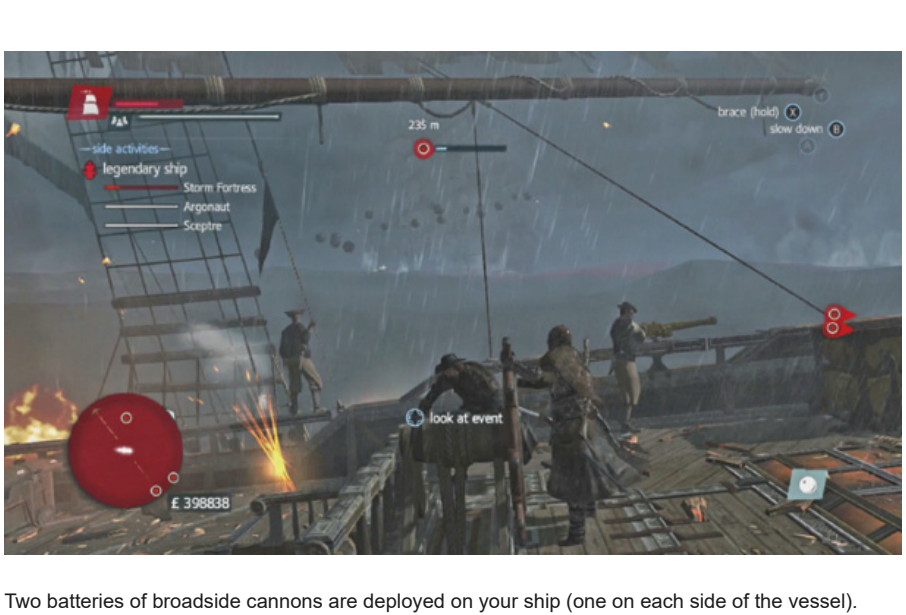
SHIP WEAPONRY

FRONT/BOW CARRONADES



These are your forward guns. Use them to deal modest damage during pursuit or approach. Even though the carronades are more maneuverable than the broadside cannons because of their position, you still won't use them for the majority of your combat damage. Short battles are safer battles, and skilled use of your larger batteries is essential for fast kills.

BROADSIDE CANNONS

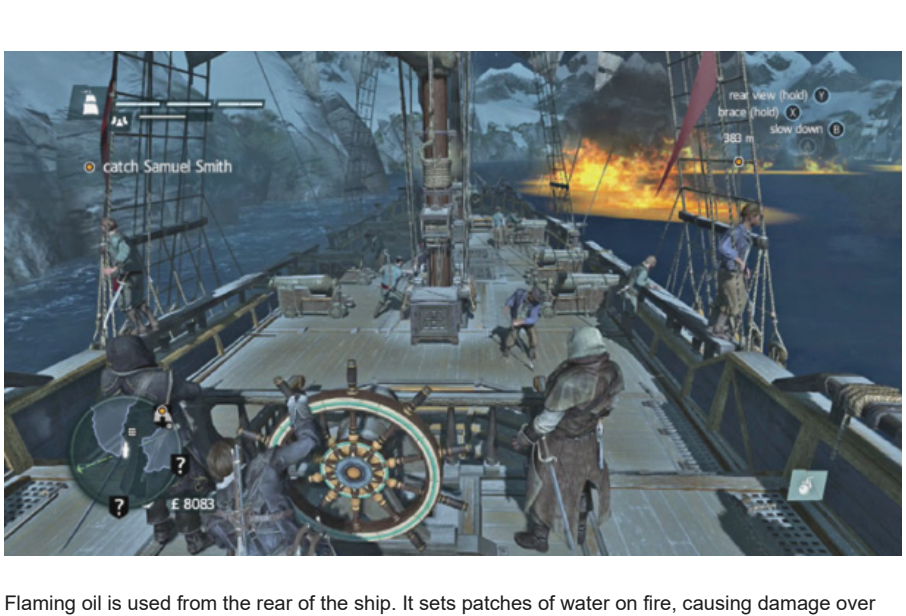


Two batteries of broadside cannons are deployed on your ship (one on each side of the vessel). Your biggest damage is caused by setting a full volley of these guns against the weakest parts of your enemy. Usually that means the rear of the vessel. Failing that, a broadside volley that fully hits anywhere on most ships is enough to cause serious damage.

Try to maneuver in such a way that the Morrigan's broadside cannons face a target while the opponent doesn't have their broadside cannons facing you. If you look at the enemy's position like the center of a clock, your best angles of attack are a 1:30, 4:30, 7:30, and 10:30.

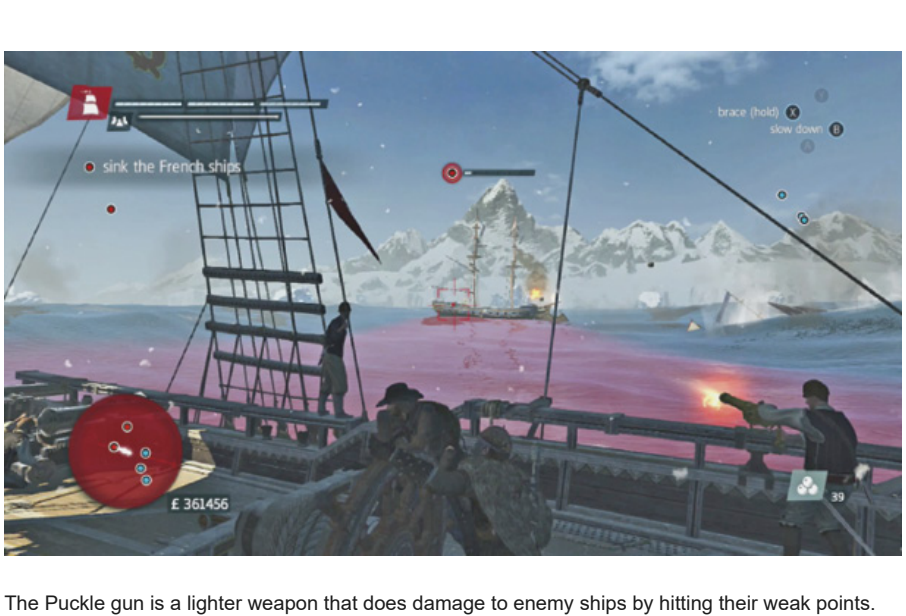
Constantly reposition your ship so that the enemy can't turn their guns into you, and maintain the best firing solution for your guns while doing this.

FLAMING OIL



Flaming oil is used from the rear of the ship. It sets patches of water on fire, causing damage over time to anything that sails over the spill. You can deter pursuit with this weapon, but you're not going to use it as often as your guns. Being on the attack is usually more effective than fighting defensively (at least when you're on the water).

PUCKLE GUN



The Puckle gun is a lighter weapon that does damage to enemy ships by hitting their weak points. During ship-to-ship fighting, use the time between cannon shots to switch to the Puckle gun. Get free hits against the other ship's highlighted points, and go back to your main guns after a few seconds. Once you get the timing down, this substantially improves your damage output and odds of success in a fight.

The Puckle gun isn't a heavy hitter against armored ships like brigs, frigates, and such, but it's a viable weapon for destroying gunboats and schooners. Use the Puckle gun in free aim mode to harass or destroy these ships outright.

After crippling an enemy and grappling with their ship, your sailors start to board the opposing vessel. Man the Puckle guns on the correct side of the ship (there is one Puckle gun fore and another one aft). Use the Puckle gun to sweep the enemy deck and eliminate as many of their defenders as possible. Shay won't have to do as much work when he boards the opposing ship, if he even has to. Some enemy ships can be defeated using only the Puckle guns. This is less likely against larger vessels because they have more sailors to defeat and may be so high up that you can't effectively shoot at most of their men.

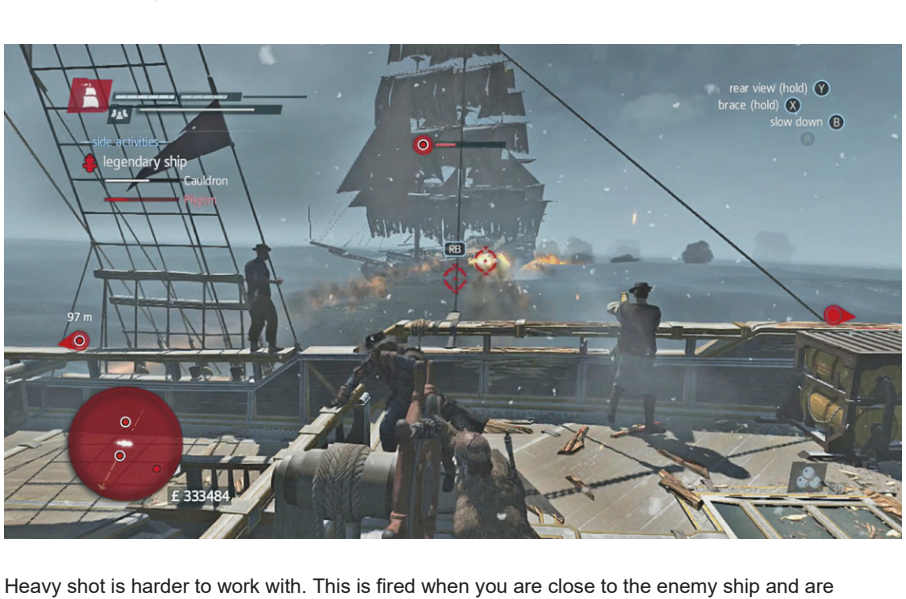
MORTAR

Mortars create the heaviest damage. They excel at range and destruction and have their own firing window. Once you have a mortar, you can practice a rotation that allows for cannon attacks, mortar shots, and Puckle gun use in the same firing window. That's the maximum damage output that the Morrigan can sustain. Try to hit an enemy ship's weak points, and watch your targets melt.

Remember to stock up on mortar shot when you're in town. You go through it very quickly when fighting larger, heavier ships.

TYPES OF SHOT

Round shot is your most basic cannonball. It's loaded into the broadside cannons. Thus, any upgrade to your round shot is going to dramatically improve the Morrigan's damage output. Get more cannons and better shot as early and as often as you can. For aggressive captains, this is a superior investment even compared with improved armor! Higher tiers of round shot even let the cannons fire in two bursts, dealing far more damage if you time the shots carefully and ensure that the target is moving into your shot rather than away from it. Lead your targets more once double round shot is acquired.



Heavy shot is harder to work with. This is fired when you are close to the enemy ship and are broadside with them. You don't aim (and can't; otherwise, round shot is used instead). Just hit the Fire button and watch the heavy shot do its work. Even though it iseasy to miss with heavy shot, you deal intense damage once you get used to using it.

For the best chance of success, ram the vessel, go broadside with it, and unleash hell.

Explosive shot upgrades the cannonballs that are loaded into your front carronades. They'll never deal crippling damage, but they get better and better at slowing enemy movements to give you an edge while positioning your ship. The slower the target, the easier it is to get full volleys against them without soaking just as much damage in return.

RAMMING SPEED

Ram upgrades let you deal damage when the Morrigan charges into an enemy ship. Higher-end rams let you cut through ice and even gain a special ability—this charge attack allows the Morrigan to temporarily go at travel speed even when it's under fire. Use this to do heavy ramming attacks against ships or simply to outmaneuver vessels. That sudden charge can get you away from mortar blasts that would otherwise wreck your beautiful ship.

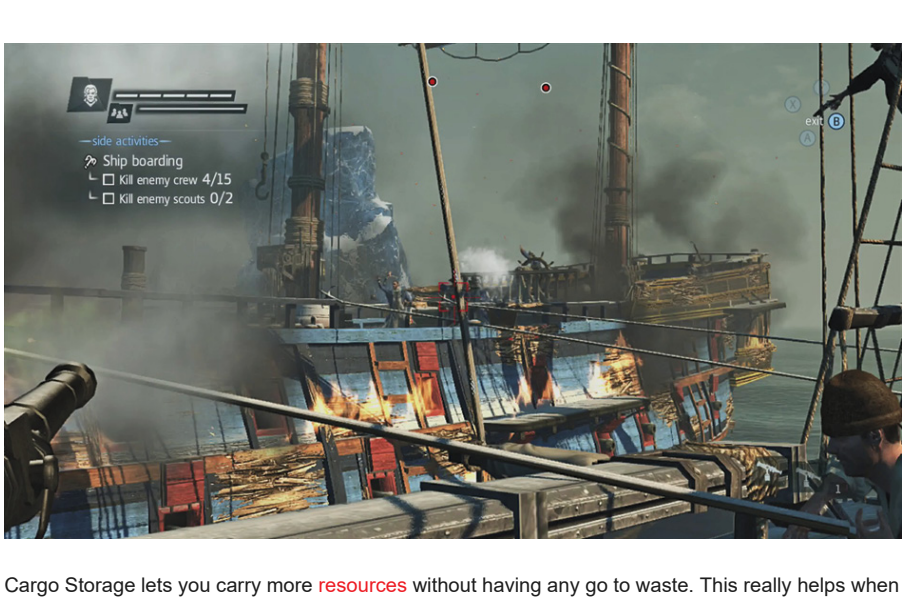
Note that you have to be facing forward to use a ramming maneuver. Rotate your camera to line this up as quickly as you can.

side activities
legendary ship
Argonaut
Sceptre
183 m
£ 398838

THE VALUE OF UPGRADES

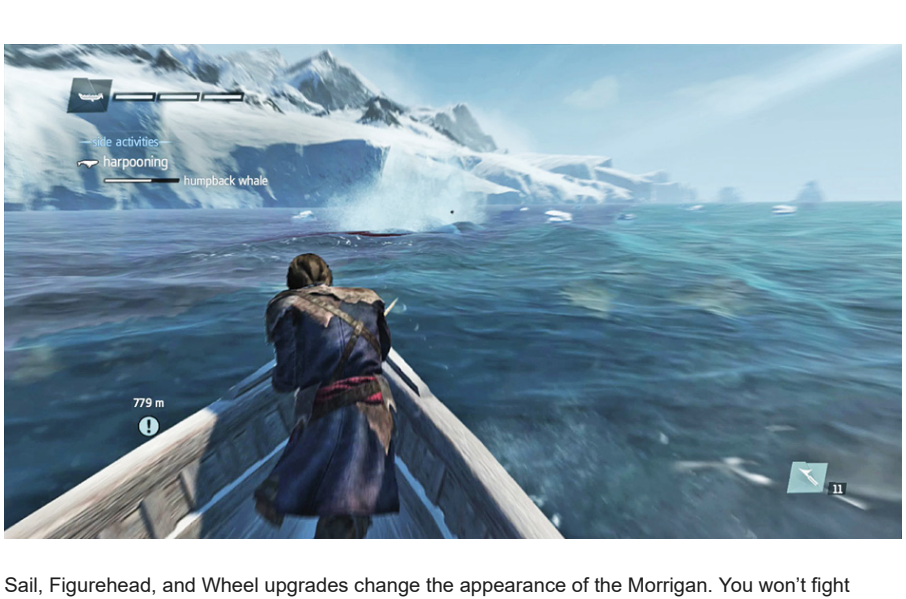
Though your primary weapon and armor upgrades are extremely important, you shouldn't neglect the other features of the ship. Storage upgrades let you carry more ammunition for various weapons. More Puckle gun ammo means more shots to fire at enemies before boarding their ships; it's extremely useful. Mortar rounds are essential for battles against heavier ships, so this is a very important upgrade to consider.

Improve your Crew Quarters so that the Morrigan can keep a larger crew and survive extended naval boardings against large ships without losing all of its sailors!



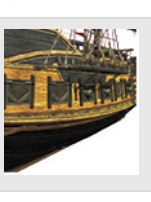
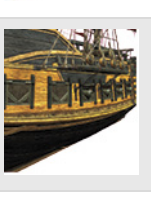
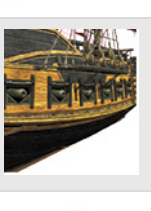
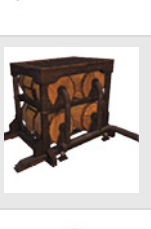
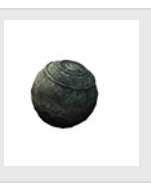
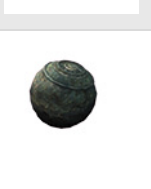
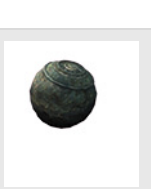
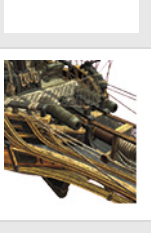
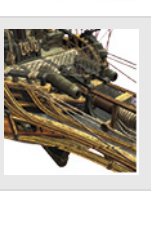
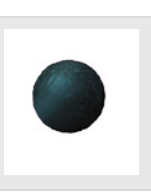
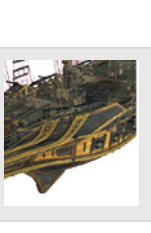
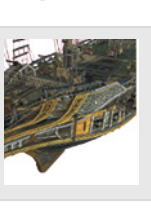
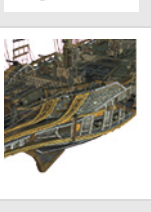
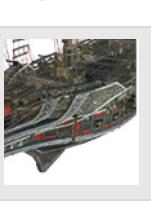
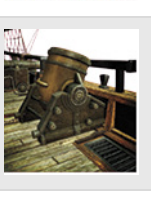
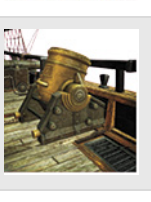
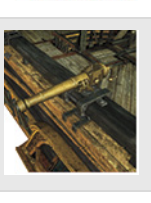
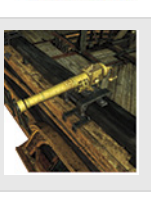
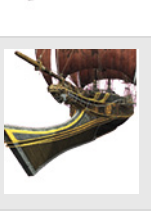
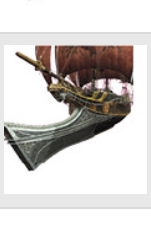
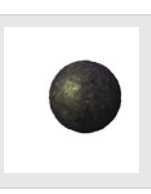
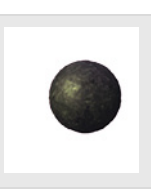
Cargo Storage lets you carry more resources without having any go to waste. This really helps when you go on extended raiding attacks against multiple ships. The more goods you can carry, the better.

Harpooning improvements make it much easier to survive attacks from tougher whales. Harpoon Strength and Storage lets you finish these tasks quickly and reliably. Rowboat Armor is important if you're having difficulty during the hunts, but this upgrade won't let you finish the job any faster.

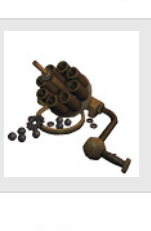
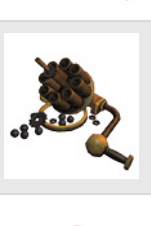
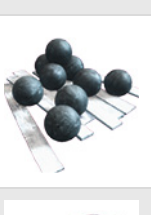
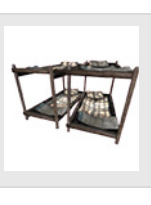


Sail, Figurehead, and Wheel upgrades change the appearance of the Morrigan. You won't fight harder or survive longer because of these, but they give your ship an even stronger visual style and sense of identity. Once you have some resources to spare, you can customize the Morrigan with your own style.

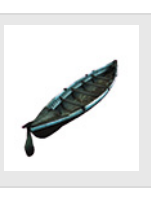
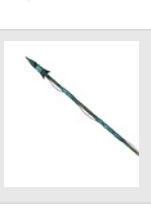
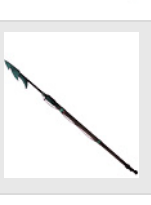
SHIP UPGRADES

	UPGRADE NAME	REQUIRED PARTS	EFFECT
	Broadside Cannons I: Standard	N/A	6 Cannons
	Broadside Cannons II: Intermediate	£ 500, 10 Metal	9 Cannons
	Broadside Cannons III: Advanced	£ 1,700, 70 Metal	11 Cannons
	Broadside Cannons IV: Superior	£ 8,000, 140 Metal	13 Cannons
	Broadside Cannons V: Elite	£ 16,000, 270 Metal	15 Cannons
	Broadside Cannons VI: Ultimate	£ 25,000, 400 Metal, Blueprint	17 Cannons
	Burning Oil Strength I: Standard	£ 500	200 Damage
	Burning Oil Strength II: Intermediate	£ 3,000, 30 Metal, 10 Wood	400 Damage
	Burning Oil Strength III: Elite	£ 10,000, 60 Metal, 20 Wood, Blueprint	600 Damage
	Explosive Shot Strength I: Standard	N/A	40 Stun
	Explosive Shot Strength II: Advanced	£ 5,000, 60 Metal	50 Stun
	Explosive Shot Strength III: Elite	£ 15,000, 300 Metal, Blueprint	65 Stun
	Front Carronades I: Standard	N/A	2 Cannons
	Front Carronades II: Advanced	£ 5,000, 80 Metal	4 Cannons
	Heavy Shot I: Standard	£ 900, 35 Metal	120 Damage
	Heavy Shot II: Advanced	£ 3,000, 90 Metal	180 Damage
	Heavy Shot III: Elite	£ 15,000, 320 Metal, Blueprint	260 Damage
	Hull Armor I: Standard	N/A	600 Resistance
	Hull Armor II: Intermediate	£ 500, 10 Metal	1,200 Resistance
	Hull Armor III: Reinforced	£ 1,200, 50 Metal, 70 Wood	2,000 Resistance
	Hull Armor IV: Advanced	£ 8,000, 250 Metal, 140 Wood	3,200 Resistance
	Hull Armor V: Elite	£ 16,000, 350 Metal, 240 Wood, Blueprint	5,000 Resistance
	Mortar I: Standard	£ 500, 20 Metal	1,000 Damage
	Mortar II: Intermediate	£ 2,500, 70 Metal	2,000 Damage
	Mortar III: Advanced	£ 12,000, 160 Metal	3,000 Damage
	Mortar IV: Elite	£ 30,000, 350 Metal, Blueprint	4,000 Damage
	Puckle Gun Strength I: Standard	N/A	200 Damage
	Puckle Gun Strength II: Intermediate	£ 700, 50 Metal	300 Damage
	Puckle Gun Strength III: Advanced	£ 3,000, 120 Metal	400 Damage
	Puckle Gun Strength IV: Elite	£ 15,000, 200 Metal, Blueprint	500 Damage
	Ram I: Icebreaker	£ 500, 25 Metal	600 Damage
	Ram II: Reinforced	£ 1,500, 50 Metal, 75 Wood	800 Damage
	Ram III: Advanced	£ 8,000, 120 Metal, 120 Wood	1,200 Damage
	Ram IV: Elite	£ 20,000, 250 Metal, 180 Wood, Blueprint	2,500 Damage
	Round Shot Strength I: Standard	N/A	40 Damage
	Round Shot Strength II: Intermediate	£ 900, 30 Metal	50 Damage
	Round Shot Strength III: Advanced	£ 3,000, 80 Metal	65 Damage
	Round Shot Strength IV: Elite Double	£ 9,000, 220 Metal	110 Damage
	Round Shot Strength V: Ultimate Double	£ 15,000, 320 Metal, Blueprint	130 Damage

STORAGE

	UPGRADE NAME	REQUIRED PARTS	EFFECT
	Puckle Gun Cylinder I: Standard	N/A	15 Units
	Puckle Gun Cylinder II: Reinforced	£ 500, 40 Metal	25 Units
	Puckle Gun Cylinder III: Advanced	£ 3,000, 100 Metal	35 Units
	Puckle Gun Cylinder IV: Elite	£ 11,000, 160 Metal	45 Units
	Heavy Shot Storage I: Standard	N/A	15 Units
	Heavy Shot Storage II: Reinforced	£ 500, 50 Metal	20 Units
	Heavy Shot Storage III: Advanced	£ 1,500, 80 Metal	25 Units
	Heavy Shot Storage IV: Elite	£ 4,000, 110 Metal, Blueprint	40 Units
	Mortar Storage I: Standard	N/A	5 Units
	Mortar Storage II: Reinforced	£ 800, 50 Metal	10 Units
	Mortar Storage III: Advanced	£ 2,000, 80 Metal	15 Units
	Mortar Storage IV: Elite	£ 5,000, 110 Metal, Blueprint	20 Units
	Burning Oil Storage I: Standard	N/A	40 Units
	Burning Oil Storage II: Reinforced	£ 500, 50 Metal	50 Units
	Burning Oil Storage III: Advanced	£ 1,400, 80 Metal	60 Units
	Burning Oil Storage IV: Elite	£ 5,000, 110 Metal, Blueprint	70 Units
	Crew's Quarters I: Standard	N/A	20 Storage
	Crew's Quarters II: Advanced	£ 800, 70 Cloth, 50 Wood	30 Storage
	Crew's Quarters III: Elite	£ 3,500, 110 Cloth, 100 Wood	40 Storage
	Cargo Storage I: Standard	N/A	500 Storage
	Cargo Storage II: Advanced	£ 1,000, 80 Cloth, 70 Wood	1,000 Storage
	Cargo Storage III: Elite	£ 4,000, 130 Cloth, 120 Wood	2,000 Storage

HARPOONING

	UPGRADE NAME	REQUIRED PARTS	EFFECT
	Rowboat Armor I: Standard	N/A	100 Resistance
	Rowboat Armor II: Advanced	£ 600, 50 Wood	200 Resistance
	Rowboat Armor III: Elite	£ 1,800, 100 Wood	300 Resistance
	Harpoon Strength I: Standard	N/A	100 Damage
	Harpoon Strength II: Advanced	£ 1,000, 30 Wood	200 Damage
	Harpoon Strength III: Elite	£ 4,000, 70 Wood	300 Damage
	Harpoon Storage I: Standard	N/A	20 Storage
	Harpoon Storage II: Advanced	£ 800, 50 Wood	30 Storage
	Harpoon Storage III: Elite	£ 1,800, 70 Wood	40 Storage

APPEARANCE

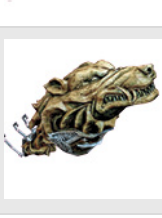
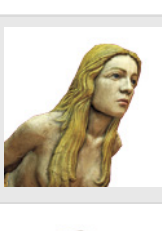
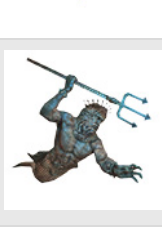
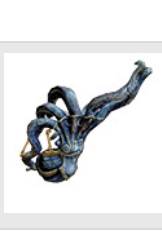
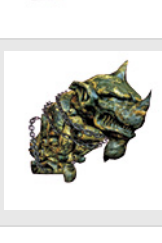
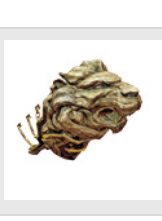
SAILS

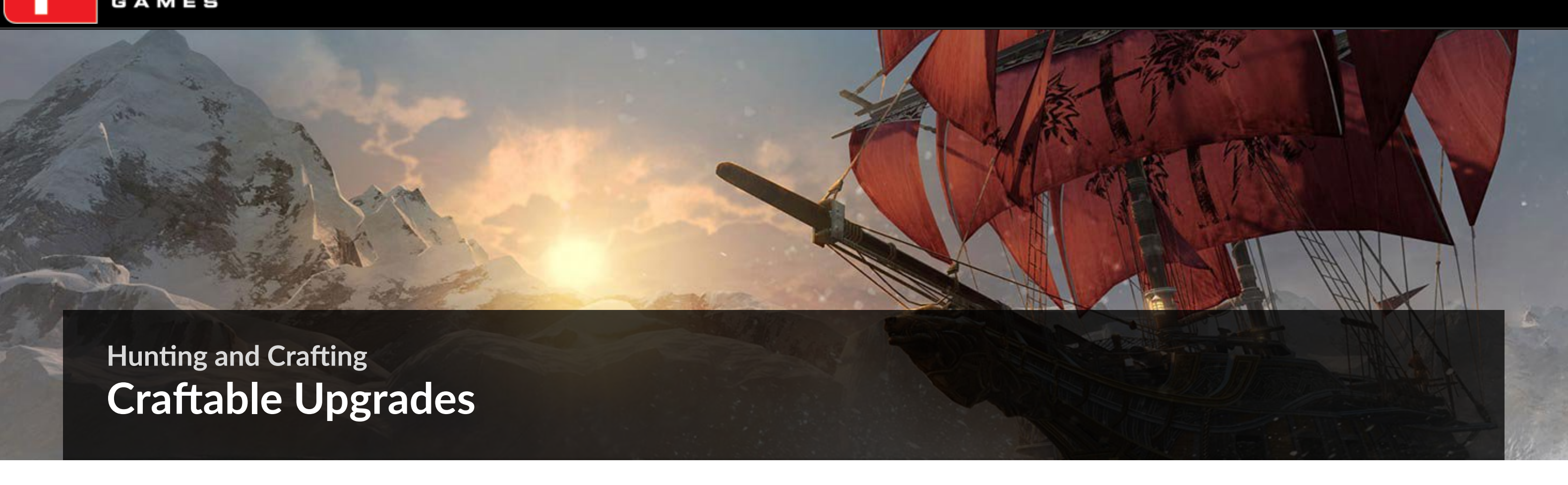
	ITEM NAME	COST
	White Sails	N/A
	Wolf Sails	Gained at a specific point in the story
	Red-Striped Sails	Gained at a specific point in the story
	Gray Sails	£ 1,600, 70 Cloth
	Black Shadow Sails	£ 2,500, 100 Cloth
	Black and Red Sails	£ 3,200, 120 Cloth
	The Queen Anne's Revenge Sails	£ 6,000, 250 Cloth, Blueprint
	The Jackdaw's Sails	£ 40 + Redeem on Uplay
	Kraken Sails	Complete all Legendary Battles
	The Aquila's Sails	£ 4,400, 200 Cloth, Blueprint
	British Lion Sails	Complete the Rio de Janeiro fleet mission
	Gilded French Sails	Complete the Isle de France fleet mission
	Elite Sails	£ 4,000, 170 Cloth

WHEELS

	ITEM NAME	COST
	The Morrigan's Wheel	N/A
	Wolf Wheel	Gained at a specific point in the story
	Black Shadow Wheel	£ 1,000, 20 Cloth, 10 Metal
	Ivory Wheel	£ 1,600, 40 Cloth, 20 Metal
	Blackwood Wheel	£ 2,500, 60 Cloth, 30 Metal
	James Cook's Wheel	£ 3,200, 80 Cloth, 40 Metal
	Golden African Wheel	Complete the Luanda fleet mission
	Elite Wheel	£ 4,000, 100 Cloth, 50 Metal
	British Lion Wheel	Complete the Brest fleet mission
	The Jackdaw's Wheel	£ 40 + Redeem on Uplay
	Kraken Wheel	Complete all Legendary Battles
	The Aquila's Wheel	£ 4,400, 120 Cloth, 60 Metal, Blueprint
	Blackbeard's Wheel	£ 6,000, 140 Cloth, 70 Metal, Blueprint

FIGUREHEADS

	ITEM NAME	COST
	The Morrigan's Figurehead	N/A
	Wolf Figurehead	Gained at a specific point in the story
	Black Shadow Figurehead	£ 1,000, 20 Cloth, 10 Wood
	Mermaid Figurehead	£ 1,600, 40 Cloth, 20 Wood
	Harpy Skull Figurehead	£ 2,500, 60 Cloth, 30 Wood
	Experto Crede Figurehead	£ 3,200, 80 Cloth, 40 Wood
	The Falcon Figurehead	£ 4,000, 100 Cloth, 50 Wood
	The Kraken Figurehead	Complete all Legendary Battles
	The Jackdaw's Figurehead	£ 40 + Redeem on Uplay
	**Blackbeard's Figurehead**	£ 6,000, 140 Cloth, 70 Wood, Blueprint
	Aveline Figurehead	Complete the Louisiana fleet mission
	**British Lion Figurehead**	Complete the Mediterranean fleet mission
	The Aquila's Figurehead	£ 4,400, 120 Cloth, 60 Wood, Blueprint



Hunting and Crafting

Craftable Upgrades

Hunting and crafting are still a big part of survival in the new world. You can go after wild game, bring it down, and use the parts you gather to make a number of powerful upgrades for Shay. This chapter lists all of these upgrades, the animals you can hunt, and where to find everything. Stay quiet, and strike quickly.

UPGRADE NAME	REQUIRED PARTS	EFFECT
Air Rifle Darts Pouch I	Deer Hide (1), Arctic Hare Pelt (1)	Allows Shay to carry 5 additional darts for the air rifle
Air Rifle Darts Pouch II	Polar Bear Pelt (2), Black Wolf Pelt (2)	Allows Shay to carry 5 additional darts for the air rifle
Arctic Explorer	Polar Bear Pelt (3), Narwhal Tusk (3)	New outfit
Berserk Dart	Bone (1)	These are fired from the air rifle; they send your foes into an uncontrollable rage.
Berserk Dart Efficiency I	Beaver Pelt (1), Gray Wolf Pelt (1)	Increases the duration of Berserk Dart effects
Berserk Dart Efficiency II	Black Wolf Pelt (2), Killer Whale Skin (2)	Increases the duration of Berserk Dart effects
Berserk Grenade	Bone (5)	Causes an entire group of enemies to go berserk
Berserk Grenade Pouch I	Black Bear Pelt (1), Shark Skin (1)	Increases the maximum capacity of Berserk Grenades by 1
Berserk Grenade Pouch II	White Whale Skin (2), Polar Bear Pelt (2)	Increases the maximum capacity of Berserk Grenades by 1
Berserk Grenades Efficiency I	Fox Pelt (1), Killer Whale Skin (1)	Increases the Berserk Grenade's area of effect
Berserk Grenades Efficiency II	Eastern Elk Hide (2), Narwhal Tusk (2)	Increases the Berserk Grenade's area of effect
Firecracker Dart	Bone (1)	Distracts enemies or lures them out of hiding
Frontiersman Outfit	Black Wolf Pelt (2), Black Bear Pelt (4)	New outfit
Health Upgrade I	Hare Pelt (2)	Increases Shay's health by 25%
Health Upgrade II	Arctic Hare Pelt (2), Canadian Lynx Pelt (2)	Increases Shay's health by an additional 25%
Health Upgrade III	Gray Wolf Pelt (2), Killer Whale Skin (2)	Increases Shay's health by an additional 25%
Health Upgrade IV	Black Wolf Pelt (2), Narwhal Tusk (2)	Increases Shay's health by an additional 25%
Hunter Outfit	Gray Wolf Pelt (2), Arctic Wolf Pelt (3)	New outfit
Pistol Ammo Pouch I	Deer Hide (1), Beaver Pelt (1)	Allows Shay to carry 10 additional bullets
Pistol Ammo Pouch II	Fox Pelt (2), Arctic Fox Pelt (2)	Allows Shay to carry 10 additional bullets
Pistol Holders	Eastern Elk Hide (1)	Allows Shay to carry 2 pistols
Rope Dart Pouch I	Gray Wolf Pelt (1)	Allows Shay to carry 5 additional Rope Darts
Rope Dart Pouch II	Humpback Whale Skin (2), Gray Wolf Pelt (2)	Allows Shay to carry 5 additional Rope Darts
Rope Darts	Bone (1)	Pulls enemies toward you (hanging them if you're already above the target)
Shrapnel Grenade	Bone (5)	Damages all targets over a wide area
Shrapnel Grenade Efficiency 1	Shark Skin (1), Gray Wolf Pelt (1)	Increases the Shrapnel Grenade's area of effect
Shrapnel Grenade Efficiency I1	Black Bear Pelt (2), Polar Bear Pelt (2)	Increases the Shrapnel Grenade's area of effect
Shrapnel Grenade Pouch I	Humpback Whale Skin (1), Black Bear Pelt (1)	Increases the capacity of Shrapnel Grenades by 1
Shrapnel Grenade Pouch II	Narwhal Tusk (2), Eastern Elk Hide (2)	Increases the capacity of Shrapnel Grenades by 1
Sleep Dart	Bone (1)	These are fired from the air rifle; they put a target to sleep for a few seconds
Sleep Dart Efficiency I	Hare Pelt (1), Arctic Hare Pelt (1)	Increases the duration of Sleep Dart effects
Sleep Dart Efficiency II	Deer Hide (2), White Whale Skin (2)	Increases the duration of Sleep Dart effects
Sleep Grenade	Bone (5)	Knocks out an entire group of enemies
Sleep Grenade Efficiency I	Deer Hide (1), Canadian Lynx Pelt (1)	Increases the Sleep Grenade's area of effect
Sleep Grenade Efficiency II	Arctic Hare Pelt (2), Humpback Whale Skin (2)	Increases the Sleep Grenade's area of effect
Sleep Grenade Pouch I	Killer Whale Skin (1), Beaver Pelt (1)	Increases the capacity of Sleep Grenades by 1
Sleep Grenade Pouch II	Eastern Elk Hide (2), Arctic Wolf Pelt (2)	Increases the capacity of Sleep Grenades by 1
Smoke Bomb Pouch I	Arctic Fox Pelt (1), Canadian Lynx Pelt (1)	Allows Shay to carry 5 additional Smoke Bombs
Smoke Bomb Pouch II	Arctic Wolf Pelt (2), Eastern Elk Hide (2)	Allows Shay to carry 5 additional Smoke Bombs
Whaler Outfit	Shark Skin (2), Killer Whale Skin (2)	New outfit

WHAT TO MAKE

Eventually you'll be able to craft everything in the game, but that doesn't tell you what to prioritize when you first start hunting. All of the upgrades that are in the table are useful, but your preferred playstyle dictates the best order for crafting your items.

Stealth players don't need to race for health upgrades. They should look into expanding the number of items in their inventory as early as possible and improving the efficiency for their favorite tools.

free the smugglers
kill all British guards
12 m

Sleep Dart Efficiency, Berserk Dart Efficiency, and the Air Rifle Dart Pouch are superb for more subtle players. They help in areas with optional synchronization that requires you to avoid being spotted.

More combative Assassins, on the other hand, should get bullets and health as soon as they possibly can. Then, invest in more overt tools like Berserk and Shrapnel Grenades.

Regardless of your interests, craftable upgrades have a larger influence on Shay's mechanics than either sword or pistol improvements. Stats matter a great deal in this category, because they improve your ammo capacity and the efficiency of your best tools. Sword upgrades, in particular, offer only a modest improvement to Shay's swordfighting abilities.

If you have a choice where to invest your time and efforts, these upgrades get you more bang for your buck.

reach Franklin's house
human shield
7 m
shoot
attack
counter
human shield
£ 17885
8

IF YOU HAVE MORE MONEY THAN TIME

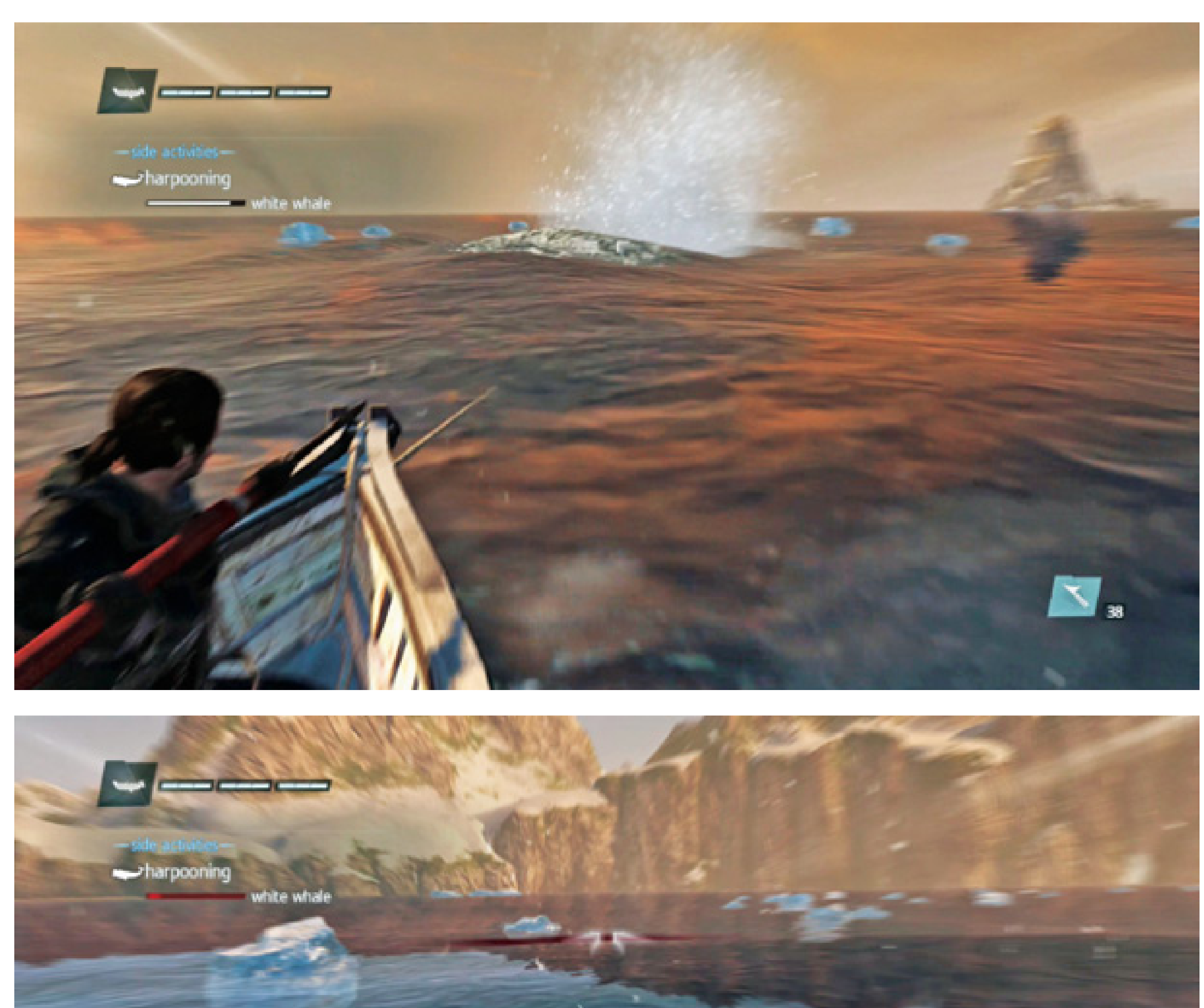
You don't always have to hunt every single pelt or skin that's needed for your upgrades. On the Morrigan, you have an outfit interface that also lets you purchase or sell hunting goods. Though very expensive, it's possible to buy everything you need there for craftable upgrades. When you reach the late game, it's totally viable to drop 20,000 pounds on items so that you can get a few upgrades that you had trouble finding ingredients for.

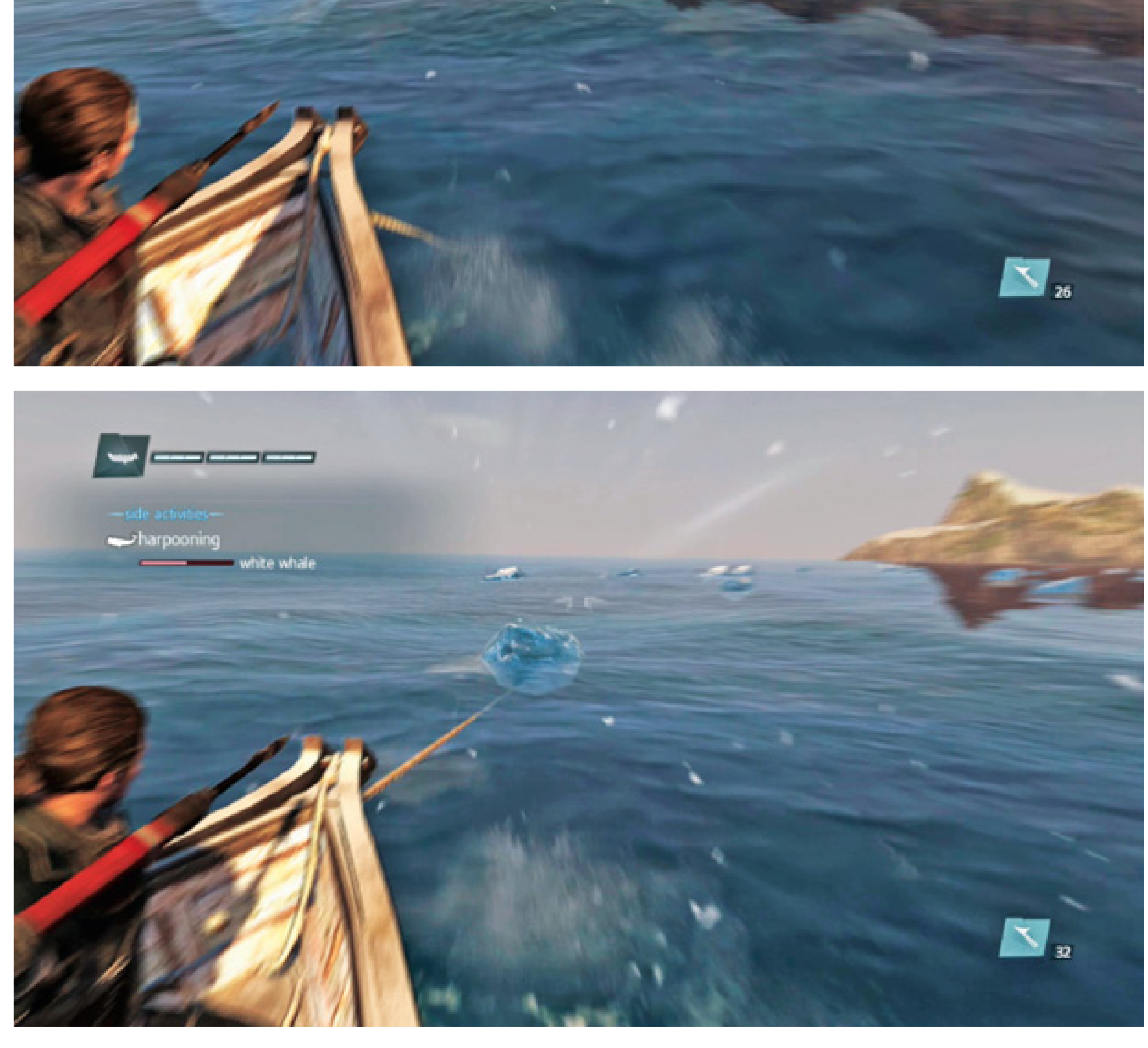
HARPOONING

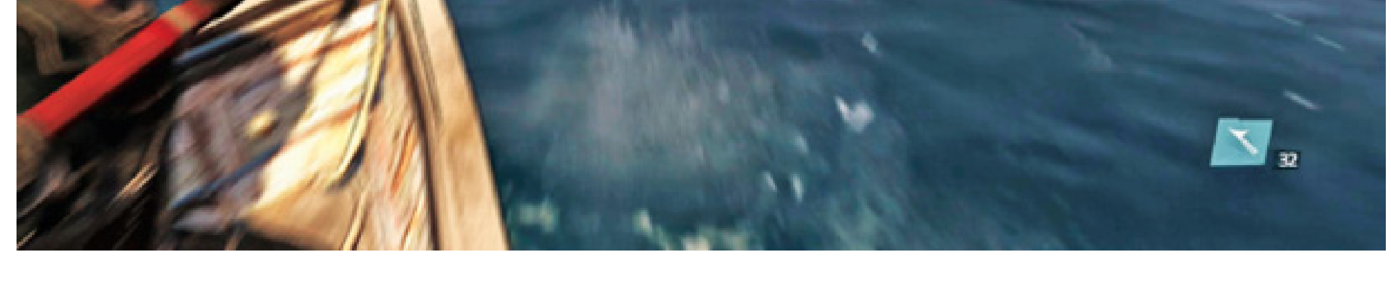
Your ship is able to stop and hunt sharks or whales if you enter the right territory. The Morrigan can be upgraded to get superior damage from its harpoons, to have more of them during each hunting expedition, and to have its boats take more damage before breaking apart.

Of these, we suggest that you upgrade harpoon damage first (for shorter, safer aquatic hunting). Then get more harpoons to ensure your kills. If you practice this type of hunting, it's fairly easy to avoid damage, so upgrade the boats last.

The general pattern is to start a harpooning run and to watch the water ahead of Shay. The beasts of the sea are polite and always show up somewhere ahead of the boat, so you don't need to turn around.







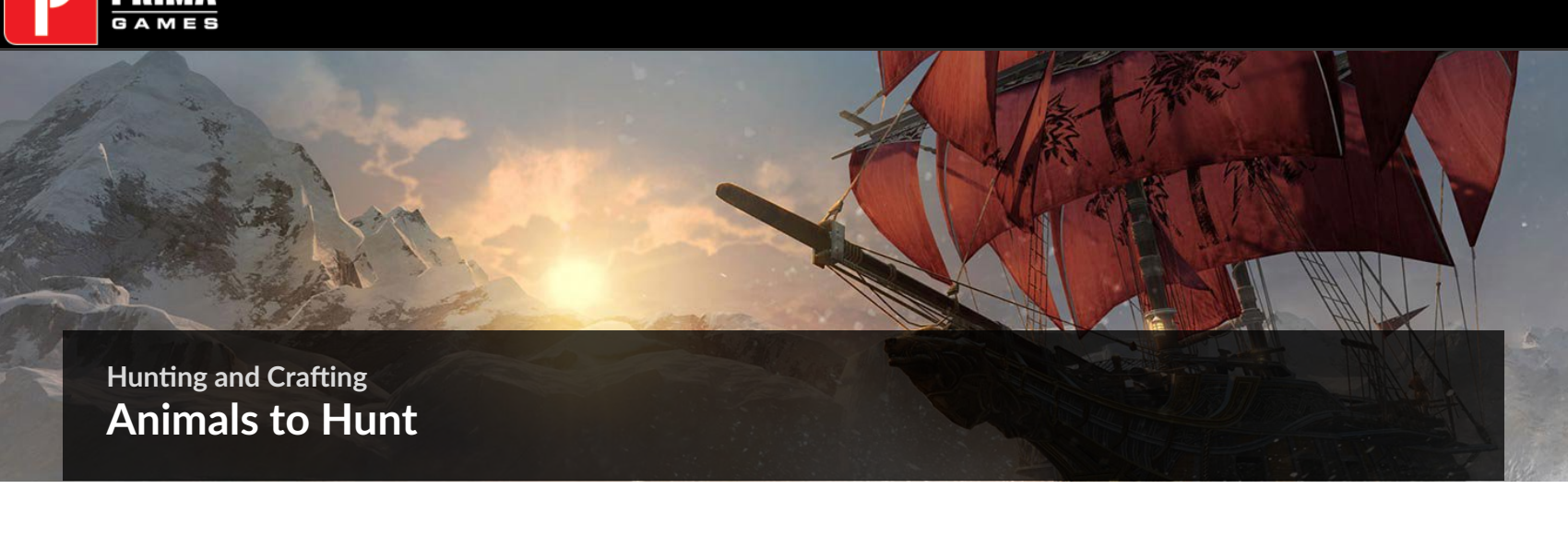
Hold down the Harpoon Attack button to prepare your throw. This raises the damage output when you do finally attack. Once you see your target and have a good angle, throw your harpoon well and true.

When it lands, the device spears into the target and attaches them to your boat with a rope. And now, the chase is on.

Shay's boat is pulled after the creature until it smacks into a large amount of ice or the creature breaks free. Avoid the former problem by bracing any time Shay sees a block of ice ahead that the boat is going to hit.

Use this chase time to get additional harpoon attacks on the creature. Wait for it to surface and pummel the target as often as you can to do heavy damage. Your quarries eventually break free and either surface to attack the boat, or make some other dramatic movement. Make sure to hit them when this happens, and brace if you can't stop them before they attack the boat.

You are desynched if the boat takes too much damage, and the hunt fails if you can't kill the animal with your allotment of harpoons. Practice so that you don't waste harpoons nearly as often, and read the entries on each animal to make sure that you understand their methods of survival.



You can't craft anything without doing a little hunting. This chapter discusses the animals you find and the areas to hunt them. The entries below can help you figure out the best ways to hunt each target (some of them are much more dangerous than others).

YOUR PREY

BLACK BEAR

Locations: Ile Des Pins, Otetiani, St. Nicolas

Danger Level: Moderate

Black bears have decent attacking power, so they pose a modest threat to Shay if you aren't careful. Kill them at range for maximum safety, or go in for a quick-time minigame to defeat them in more heroic melee combat. Because they're aggressive, they won't run away or make the hunting difficult for you; you just need to find them first.

ARCTIC FOX

Locations: Burgeo, Harbour Deep, Miramichi

Danger Level: None

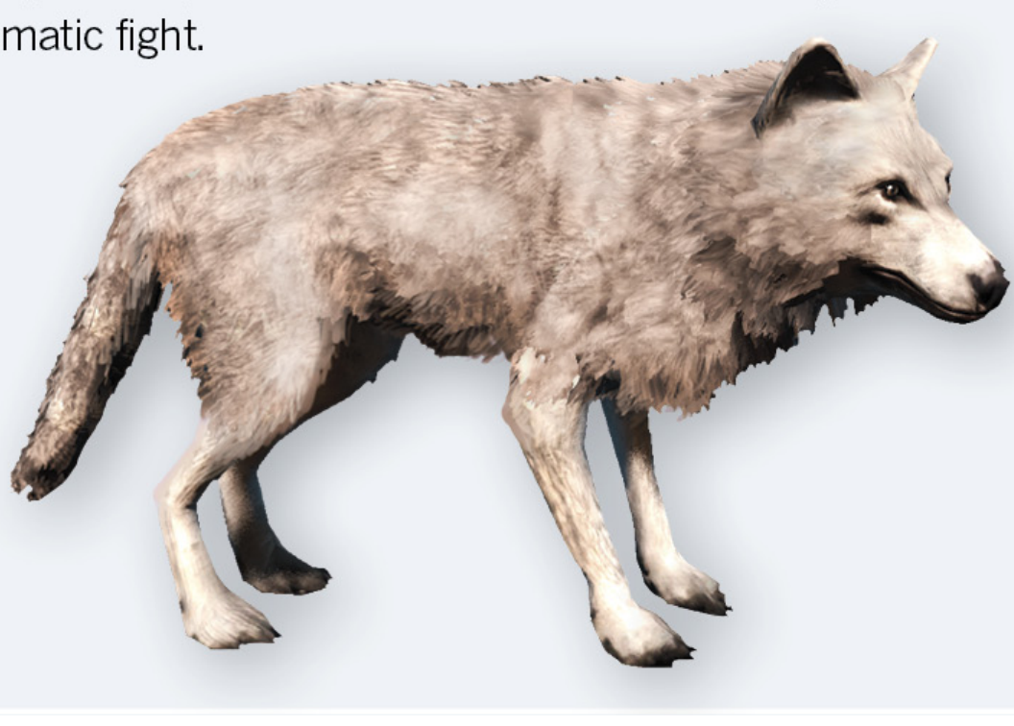
Arctic foxes are fast runners. They're extremely hard to catch even if you run them toward trees or cliffs, but you might get lucky and score a melee kill. Otherwise, you can hide in a bush and wait for a stealthy attack or use ranged weapons for the easiest kill.

ARCTIC WOLF

Locations: Gros Morne, Harbour Deep, Havre-Saint-Pierre, Lewisporte, Terra Nova

Danger Level: Minor

Arctic wolves are a brave lot. They can't do much damage to Shay if they attack, and the short minigame you need to beat them is quite simple. But the wolves try anyway. Shoot them at range if you're trying to be quick, or rush them for the attack if you'd like a more cinematic fight.



ARCTIC HARE

Locations: Burgeo, Harbour Deep, Havre-Saint-Pierre, Lewisporte

Danger Level: None

They're cute white bunnies. Even Sir Bors could take these little guys out. Run up, chase them toward a tree or cliff, and attack as soon as they're within range.

BEAVER

Locations: Glace Bay, Grande-Entrée, Nerepis, Yarmouth

Danger Level: None

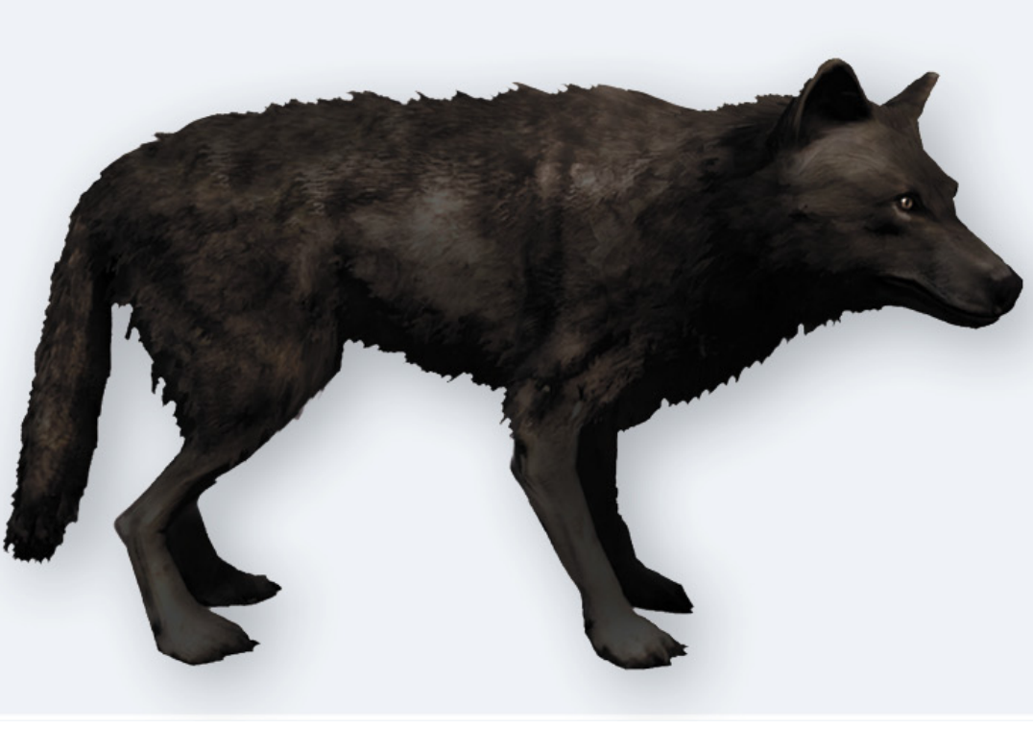
Beavers are a sad target to hunt. They can't run away quickly, they have no defenses, and they make pitiful noises when you kill them. If that sounds a bit too mean even for an Assassin, you can always buy their pelts when you're on your ship. Otherwise, have fun "hunting."

BLACK WOLF

Location: Or-du-Nord

Danger Level: Moderate

Black wolves are very rare, and their parts cost a bundle if you buy them on the open market. Make a specific trip to places like Or-du-Nord just for the hunting so that you can craft your upgrades without having to pay a premium.



DEER

Locations: Many locations

Danger Level: None

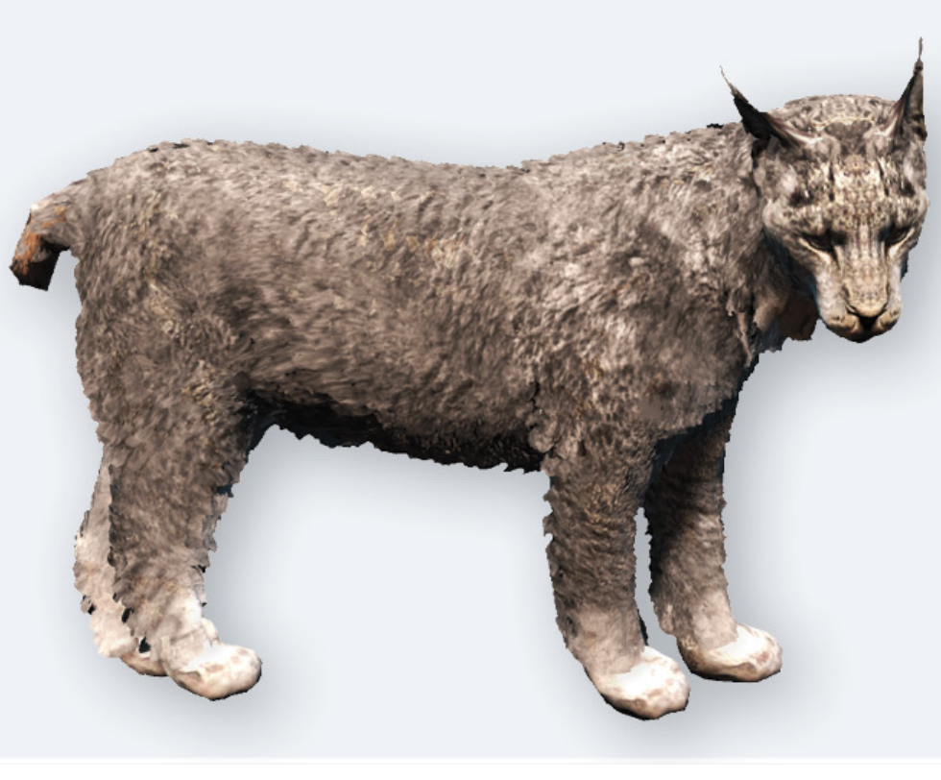
Deer are fast runners, but they won't fight you or pose any risk when you hunt them. Use ranged weapons for easy kills or chase the deer toward a cliff or wall and use melee attacks to slaughter them when they don't have anywhere to go.

CANADIAN LYNX

Locations: Grande-Entrée, Le Chameau, Nerepis

Danger Level: Minor

These hunting felines are surprisingly aggressive for their size. They'll leap onto you with gusto, forcing you into a short minigame. The animations are awesome, so we really encourage you to play this out rather than attack them at range.



EASTERN ELK

Locations: Sept- Îles, Ash Creek, Coeur-de-l'hiver, Greystone, Red Bank, Rivière Aurifère

Danger Level: Minor

Eastern elk are much larger and more aggressive than deer. They'll fight you for survival and require a fast minigame with the buttons to slay unless you use ranged weapons or attack them with surprise on your side.

These creatures have very expensive pelts because they're hard to find. It's almost always worth the time to hunt them if you spot an eastern elk; you're saving yourself plenty of money or effort in the future.

FOX

Locations: Albany, Dekanawida, Mount Vernon, Ruisseau du Renard

Danger Level: None

Foxes are fast enough to stay out of your way unless you get them boxed into a tiny area. You're better off using ranged weaponry to take them down.

GRAY WOLF

Locations: Old Growth Forest, Sleepy Hollow, Twin Snake Path, Two Bends, Vallée Verte

Danger Level: Minor

Gray wolves defend their territory, and they'll come after you if you get close to them. Either shoot them or attack them from behind for immediate kills.

POLAR BEAR

Locations: Fogo, HMS *Miranda* shipwreck, the *Sapphire*

Danger Level: Moderate

Use pistols or other ranged weapons on polar bears if you're worried about a fight. Otherwise, approach them and play a short minigame to defeat them. With several quick successes in these events, you can score a kill and skin your bear. If you fail, the polar bear does damage to Shay. Stay calm and press the buttons as they appear; it's not too difficult.

SHARK

Locations: North Atlantic, southwestern side

Danger Level: Minor

Great white sharks are found at the bottom of the map, in one specific location. They're the easiest of your harpooning targets and take only a few hits once you have an upgraded harpoon. Wait for the initial throw, take it when the shark is on the surface, and then toss wildly after them as the chase ensues. These are very quick runs.

WHITE WHALE

Locations: North Atlantic, western side or southeastern corner

Danger Level: High

White whales aren't seen very often, so check the spots we mention. If they are there, go to the location and start a harpooning run. These massive whales have high health and are much more aggressive than the humpback, but the overall tactics are similar:

- Prepare your initial throw and harpoon the white whale.
- Use well-aimed throws to get extra damage during the chase.
- Brace to avoid damage from ice or losing your rope.
- Prepare another throw when the chase stops and hit the white whale hard when it surfaces.

Repeat this to get your kill. Ahab would be proud.

HARE

Locations: Many locations

Danger Level: None

Hares are decently quick, but Shay can outrun them by a slight margin. Charge in, use melee attacks, and get your free hides. It's not nice or fair, but that's nature for you.

HUMPBACK WHALE

Locations: North Atlantic, due north or in the southeast

Danger Level: Moderate

Humpback whales are fairly safe targets to hunt when you only have limited (or no) upgrades for your harpoons. These fairly gentle creatures aren't going to fight back much. Use well-aimed throws of your harpoon to spear them while they're swimming around.

This starts a chase mode. The whale pulls away from you, but the rope tied to the harpoon is going to pull the boat behind the whale, tiring it out. Use additional throws during this time to wound the whale while it's exposed on the surface. Don't throw when the humpback goes below the waves because you won't hit it. Be patient and time your attacks carefully, especially if you don't have many harpoons to spare.

Brace to avoid damage from ice when the whale drags you toward the small flows. Hold your brace until the ice passes or breaks against your boat, and then get back into a throwing position when the danger is over.

When the chase ends, which occurs after a set amount of time, hold still and aim your harpoon. The humpback breaches and is highly exposed. Nail it with your harpoon and watch the damage roll in.

Keep doing these techniques and the hunting gets easier and easier.

KILLER WHALE

Locations: North Atlantic, near the center or in the southeast

Danger Level: High

Killers whales aren't going to go quietly. Instead, they fight hard to survive. They'll happily kill you and your men if you don't bring upgraded gear for the hunt.

Once you're in the area, aim well and start the chase with a good throw. Killer whales are large, and they're not too hard to hit during the chase phase. Get extra damage as quickly as you can, especially if you have a large harpoon supply to spare.

Pause when the chase ends and aim directly ahead. The killer whale leaps out of the water and then charges your boat. Lower your aim so that you can plant a harpoon right into its face before the whale hits your boat.

Repeat this during a second set of attacks and you should get your kill.

NARWHAL

Locations: North Atlantic, northeastern side

Danger Level: High

Narwhals are wickedly aggressive. They're almost a fair fight for your harpooning team. Make sure that your Harpoon Damage and Capacity are upgraded before you attempt a narwhal hunt, because losing is seriously a possibility if you go without extra harpoons.

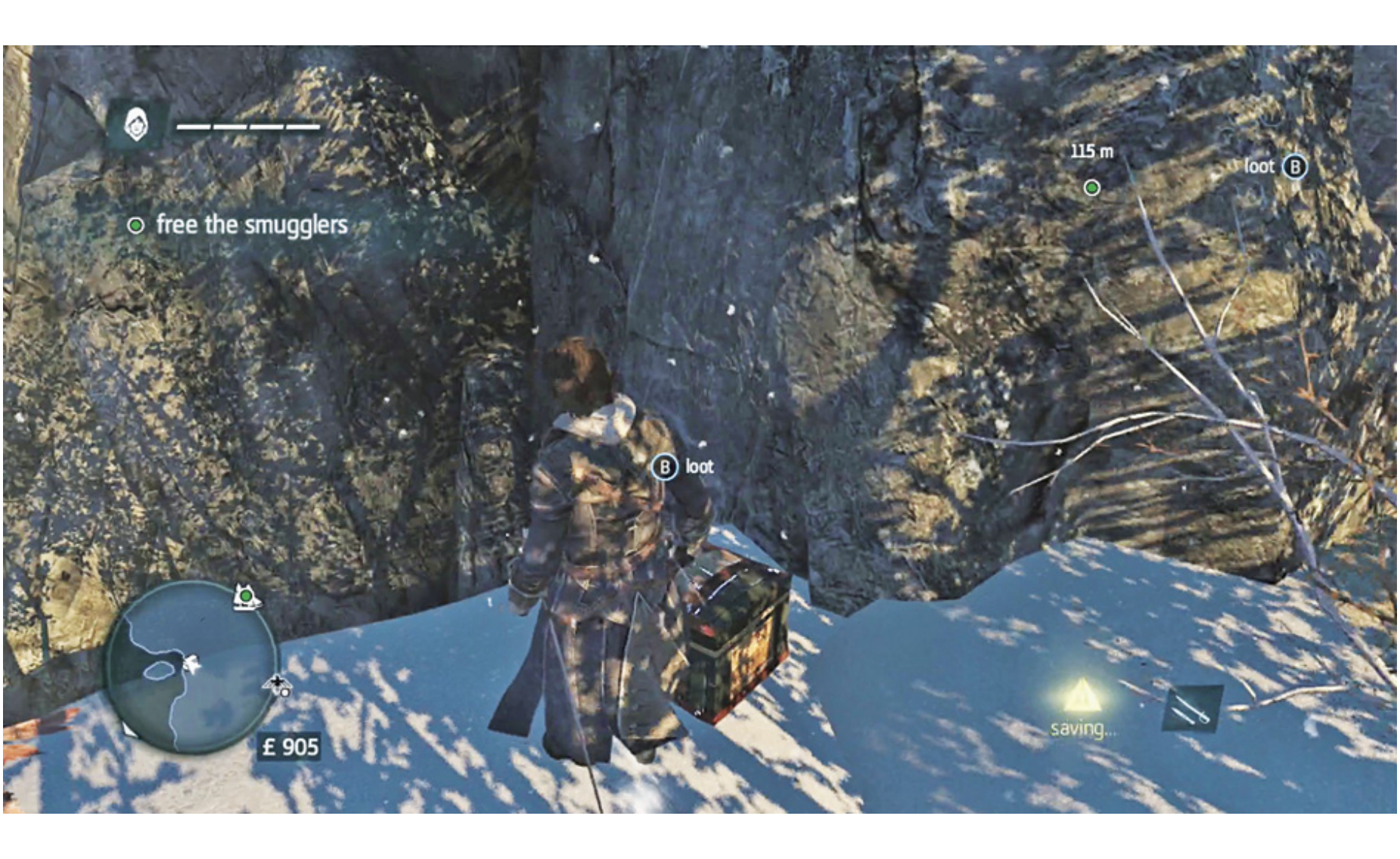
Once you start your run, aim carefully with every strike. Narwhals are similar to other whales for some parts of the hunt (spear them at range and try for free hits during your chase). However, they don't present an easy target after the chase phase ends. Instead, they'll charge right into your boat. It's quite scary, even when you're just controlling the guy in the boat. Aim low in the water, in front of Shay, and try to get a major hit against the narwhal during its charge.

After that, repeat the process and secure your kill (and an achievement the first time you succeed).

Assassin's Creed Rogue has a massive number of collectible items. Whether you're opening chests, looking for Viewpoints, or grabbing Templar Maps, there is quite a bit to uncover. This chapter tells you the rewards for these fun side activities and also lists their locations.

CHESTS

Chests are an optional type of collectible item. They're good for getting smaller amounts of money, especially in the early game. Later on, they give you a lower percentage of your income (compared with what you're getting from ship-to-ship combat and economic activities).



ANIMUS FRAGMENTS (200 TOTAL)

Animus Fragments give you extensive background information about the world and its people. There are 200 of these delicate blue diamonds. You can't find anywhere in the world without them. Some are even hidden at sea inside icebergs or on deserted islands.

Pick them up to unlock entries in your Animus Database (found inside the Pause menu).

free the smugglers
hang
110 m
£ 1190

PROSPERITY FRAGMENTS

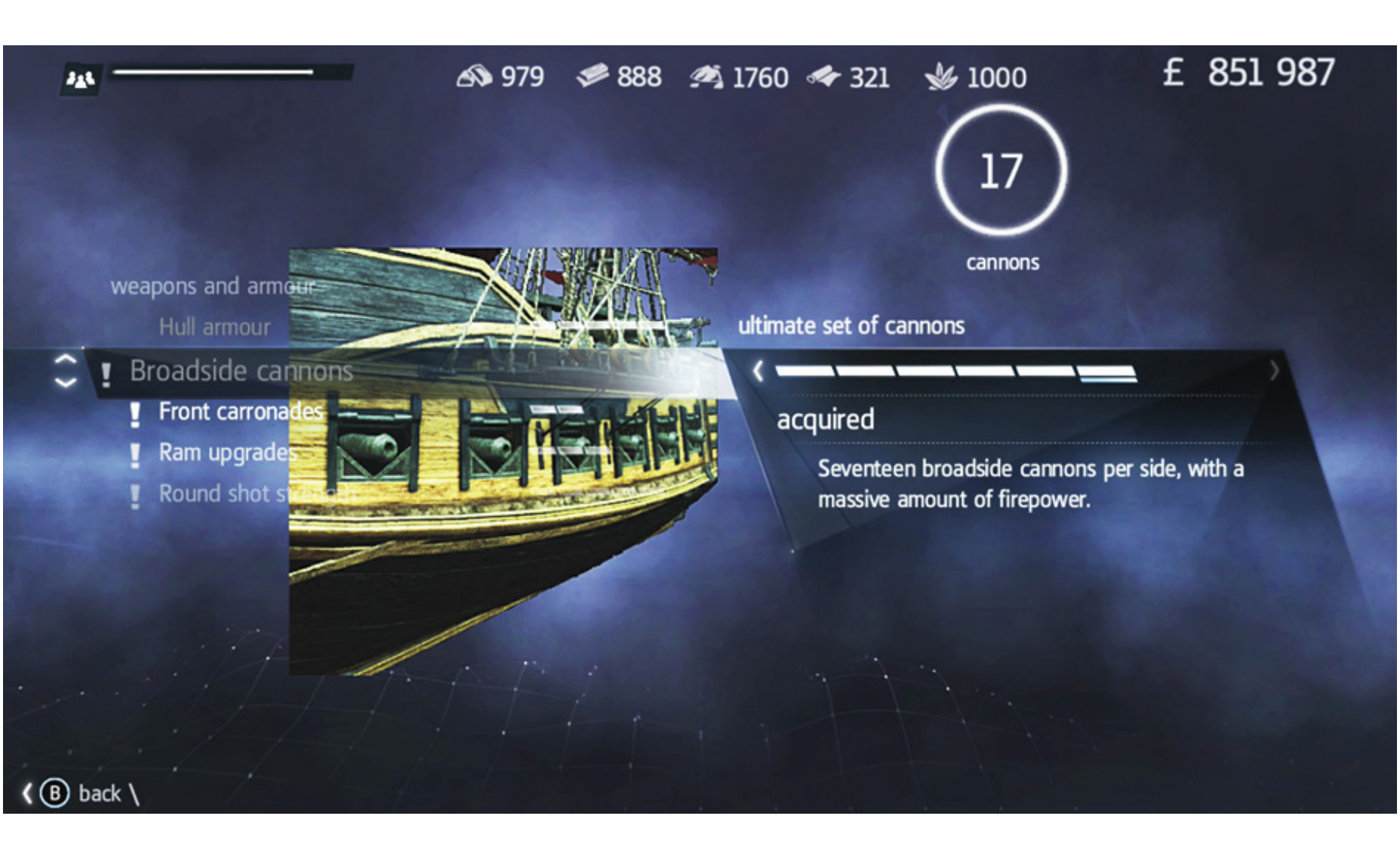
Prosperity fragments raise the amount of money that you get from seizing ships and stealing from outposts, and they add even more to your economic buildings (Renovations and Gang Headquarters). The earlier in your career that you get these bonuses, the more their effects add up over time. This is one of the most tangible rewards that you get from collecting items in *Rogue*.

225 m
drop
saving...

BLUEPRINTS

BLUEPRINT	LOCATIONS	COORDINATES
Elite Explosive Shot	River Valley, Riviere Aurifere	577, -300
Elite Burning Oil	River Valley, Otetiani	95, -367
Aquila Figurehead	River Valley, Dekanawida	484, -664
Elite Hull	River Valley, Genessee	365, -14
Elite Set of Cannons	River Valley, Aarushi	959, -66
Blackbeard Sails	New York	315,-284
Elite Round Shot	New York	504,-348
Elite Puckle Gun	New York	500,-608
Aquila Wheel	New York	555, -491
Blackbeard Figurehead	New York	594,-476
Aquila Sails	New York	493, -724
Elite Icebreaker Ram	North Atlantic, Fogo	921, -77
Elite Mortars	North Atlantic, HMS Miranda	729, -178
Elite Burning Oil Storage	North Atlantic, Gros Morne	499, -311
Elite Heavy Shot	North Atlantic, The Apphire	915, -337
Elite Mortar Storage	North Atlantic, Terra Nova	782, -479
Blackbeard Wheel	North Atlantic, Le Chameau	68, -480
Elite Puckle Gun Cylinder	North Atlantic, Nerepis	132, -744
Elite Heavy Shot Storage	North Atlantic, Pearl Island	948, -928

Blueprints are another great collectible item with a tangible reward. They allow you to get the final upgrade for various ship-based items. Some are cosmetic, but many improve your weapons and ammo storage capacities.

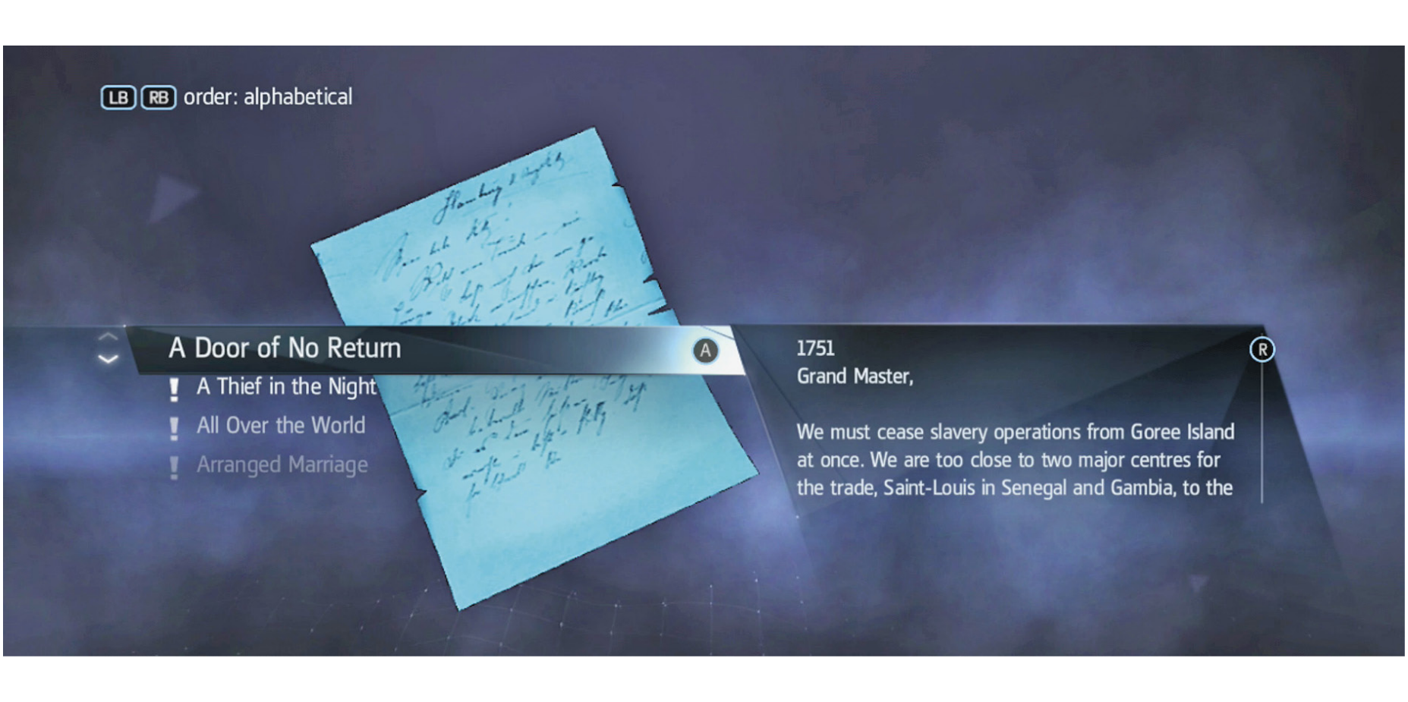


Seventeen broadside cannons per side, with a massive amount of firepower.

LETTERS (35 TOTAL)

OBJECT	TITLE	REGION	LOCATION
War Letter 01	My Faithful Acolytes	River Valley	Old Growth
War Letter 02	Laurence of America	River Valley	Marais Rocheux
War Letter 03	The First Colonial Assassin	River Valley	Twin Snake Path
War Letter 04	The Manila Galleons	River Valley	Albany
War Letter 05	The Omani Arabs	River Valley	Coeur de L'Hiver
War Letter 06	Death of the Executioner	New York	King's Farm
War Letter 07	The Siege of Louisbourg	New York	East Village
War Letter 08	The Scientist	New York	Stuyvesant's Farm
War Letter 09	All Over the World	New York	Lower Manhattan
War Letter 10	Dead End	New York	Waterfront
War Letter 11	Front Company	North Atlantic	Anticosti
War Letter 12	The Fiend Nadir Shah	North Atlantic	Lewisporte
War Letter 13	The Siege of Bergen-op-Zoom	North Atlantic	Miramichi
War Letter 14	The Hospitaller's Plea	North Atlantic	Port aux Basques
War Letter 15	Audition	North Atlantic	St. John's
War Letter 16	The Swedish Levant Company	North Atlantic	Yarmouth
War Letter 17	The Clerk	North Atlantic	Glace Bay
War Letter 18	Mediterranean Defence	North Atlantic	Sept-Iles
War Letter 19	Art History	River Valley	Île de Pins
War Letter 20	Fit to Serve	River Valley	Le Bras du Seugneur
War Letter 21	The Kingdom of Mysore	River Valley	Fleur de Vent
War Letter 22	Arranged Marriage	River Valley	Mount Vernon
War Letter 23	The Ghost of the North	River Valley	Rivière Aurifiere
War Letter 24	Ruinous Reinette	New York	Greenwich
War Letter 25	Monro	Naval Campaign	Complete the Savannah mission in the Fleet Campaign
War Letter 26	The Stalwart	Naval Campaign	Complete the Le Havre mission in the Fleet Campaign
War Letter 27	Cuban Salvage	Naval Campaign	Complete the Havana mission in the Fleet Campaign
War Letter 28	A Thief in the Night	Naval Campaign	Complete the Santa Maria de Belem mission in the Fleet Campaign
War Letter 29	Chichen Itza	Naval Campaign	Complete the Cartagena mission in the Fleet Campaign
War Letter 30	First Mate	Naval Campaign	Complete the Goree Islande mission in the Fleet Campaign
War Letter 31	A Door of No Return	Naval Campaign	Complete the Stockholm mission in the Fleet Campaign
War Letter 32	Warning	Naval Campaign	Complete the Malta mission in the Fleet Campaign
War Letter 33	Savannah	Naval Campaign	Complete the Mozambique mission in the Fleet Campaign
War Letter 34	Family Vacation	Naval Campaign	Complete the Calcutta mission in the Fleet Campaign
War Letter 35	Family Reunion	Naval Campaign	Complete the Manila mission in the Fleet Campaign

War Letters provide even more background about the world of *Assassin's Creed*. They expand your Animus Database. These are easy to collect if you're in the area because they don't need to be dug up, chased, or earned in a minigame. They're just regular letters that you pick up.



1751
Grand Master,

We must cease slavery operations from Goree Island at once. We are too close to two major centres for the trade, Saint-Louis in Senegal and Gambia, to the

CAVE PAINTINGS (24 TOTAL)

LOCATION	COORDINATES	DESCRIPTION OF PAINTING
North Atlantic, Anticosti	184, -152	Mischief
North Atlantic, Le Chameau	73, -472	The End and Beyond
North Atlantic, Fogo	920, -66	Harmful Things
North Atlantic, Grande Entrée	367, -482	Evil Remnants
North Atlantic, Gros Morne	491, -308	Shadows
North Atlantic, HMS Miranda	732, -178	The First Humans
North Atlantic, Nerepis	126, -743	Victory and Banishment
North Atlantic, Pearl Island	944, -933	The Challenge
North Atlantic, St Johns	866,-638	Stubbornness
North Atlantic, Tera Nova	790, -484	Humanity
River Valley, Aarushi	931, -38	Laughter and Tears
River Valley, Aarushi	946, -47	Lightning in the Sky
River Valley, Black Ridge	77, -771	Swans
River Valley, Cieur-de-l'hiver	538, -212	The Great Turtle
River Valley, Dekanawida	509, -657	Apple Tree
River Valley, Dekanawida	491, -660	Underwater
River Valley, Genesee	372, -16	Twins
River Valley, Mont Saint Denis	908, -412	Help Them
River Valley, Old Growth Forest	279,-527	Falling
River Valley, Orenda	280, -419	Finding Earth
River Valley, Otetiani	114, -391	The Beginning
River Valley, Red Bank	390, -967	Looking Below
River Valley, Riviere Aurifere	586, -292	Wonderment
River Valley, Vieille Carriere	514, -25	Growing

These collectibles are painted inside caves (truly)! You collect them by going to the correct area and using Eagle Vision to spot the details of the painting. Cave Paintings tell a story that unfolds over the course of 24 scenes.

VIEWPOINTS (60 TOTAL)

free the smugglers
124 m
hang
£ 1190

Viewpoints, though not a collectible, provide Fast Travel locations and a view for the surrounding area. They reveal collectible items and activities on your map, making it so much easier to get everything out of any region.

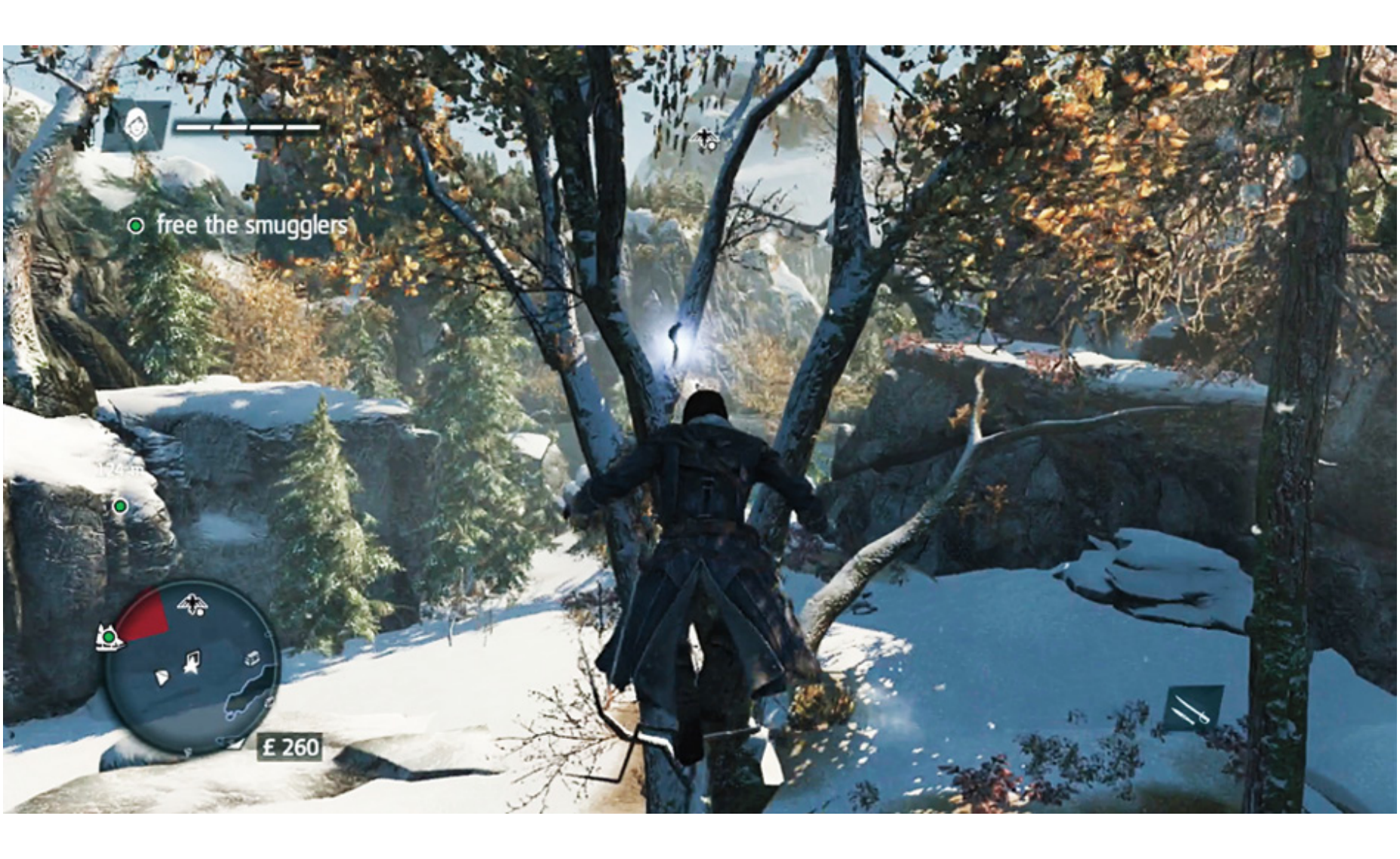
Always snag a Viewpoint before doing much work in a town. You'll be glad you did.

SHANTIES

SHANTY #	SONG	REGION	LOCATION	COORDINATES
1	Johnny Boker	River Valley	Albany	884. -761
2	Leave Her, Johnny	River Valley	Albany	908, -763
3	Blood Red Roses	River Valley	Sleepy Hollow	547, -908
4	Homeward Bound	River Valley	Vieille Carriere	544, -47
5	Handy Me Boys	River Valley	Orenda	234, -376
6	The Maid of Amsterdam	River Valley	Mont Saint Denis	949, -420
7	Hauly Hauly Ho	River Valley	Old Growth	355, -587
8	Off to Sea Once More	River Valley	Mt Vernon	90, -957
9	Pay Me the Money Down	River Valley	Le Bras du Seigneur	941, -300
10	One More Day	River Valley	Coeur de l'Hiver	453, -187
11	Haul Away Boys Haul Away	River Valley	Ruisseau du Renard	44, -252
12	Lowlands Away	River Valley	Two Bends	376, -804
13	Way Me Susianna	New York	Waterfront	528, -701
14	Whiskey Johnie	New York	Waterfront	490, -723
15	Stormalong John	New York	Lower Manhattan	438, -584
16	Where Am I to Go M'Johnies	New York	Lower Manhattan	537, -564
17	Roll and Go	New York	East Village	654, -314
18	Padstow's Farewell	New York	King's Farm	363, -288
19	Roll Boys, Roll	New York	Greenwich	397, -404
20	Roller Bolwer	New York	Greenwich	380, -469
21	Spanish Ladies	New York	Stuyvesant's Farm	562, -551
22	Randy Dandy-O	New York	Stuyvesant's Farm	599, -501
23	So Early in the Morning	New York	Stuyvesant's Farm	609, -414
24	My Bonnie Highland Lassie	North Atlantic	Yarmouth	200, -902
25	Shallow Brown	North Atlantic	Burgeo	557, -583
26	Donkey Riding	North Atlantic	Miramichi	102, -574
27	The Worst Old Ship	North Atlantic	Sept Iles	68, -41
28	Bully In The Alley	North Atlantic	Port Meinier	302, -136
29	Heave Away me Johny	North Atlantic	Saphire	915, -332
30	Fish In The Sea	North Atlantic	St John	870, -631
31	Darby Ram	North Atlantic	St Anthony	584, -231
32	The Dead Horse	North Atlantic	Perce	160, -400
33	Drunken Sailor	North Atlantic	Lewisporte	728, -386
34	Round the Corner Sally	North Atlantic	Halifax	325, -839
35	Rosin the Bow	North Atlantic	Halifax	316, -838
36	Billy Riley	North Atlantic	Anticosti	183, -149

Shanties increase the number of songs that are available for your crew to sing. There are long and cold nights out at sea; you might as well have something fun to sing while you're dreaming of lands to come. The 36 Shanties in the table must be unlocked through exploration. Each one is found higher up in an area and blows around with the wind once Shay gets close to it. Sprint to catch up, and Free Run across the rooftops and trees to grab it. If the Shanty gets away from you, wait a few minutes for it to reset and then try again. You can always come at the song from a different angle; sometimes they'll fly right into your arms!

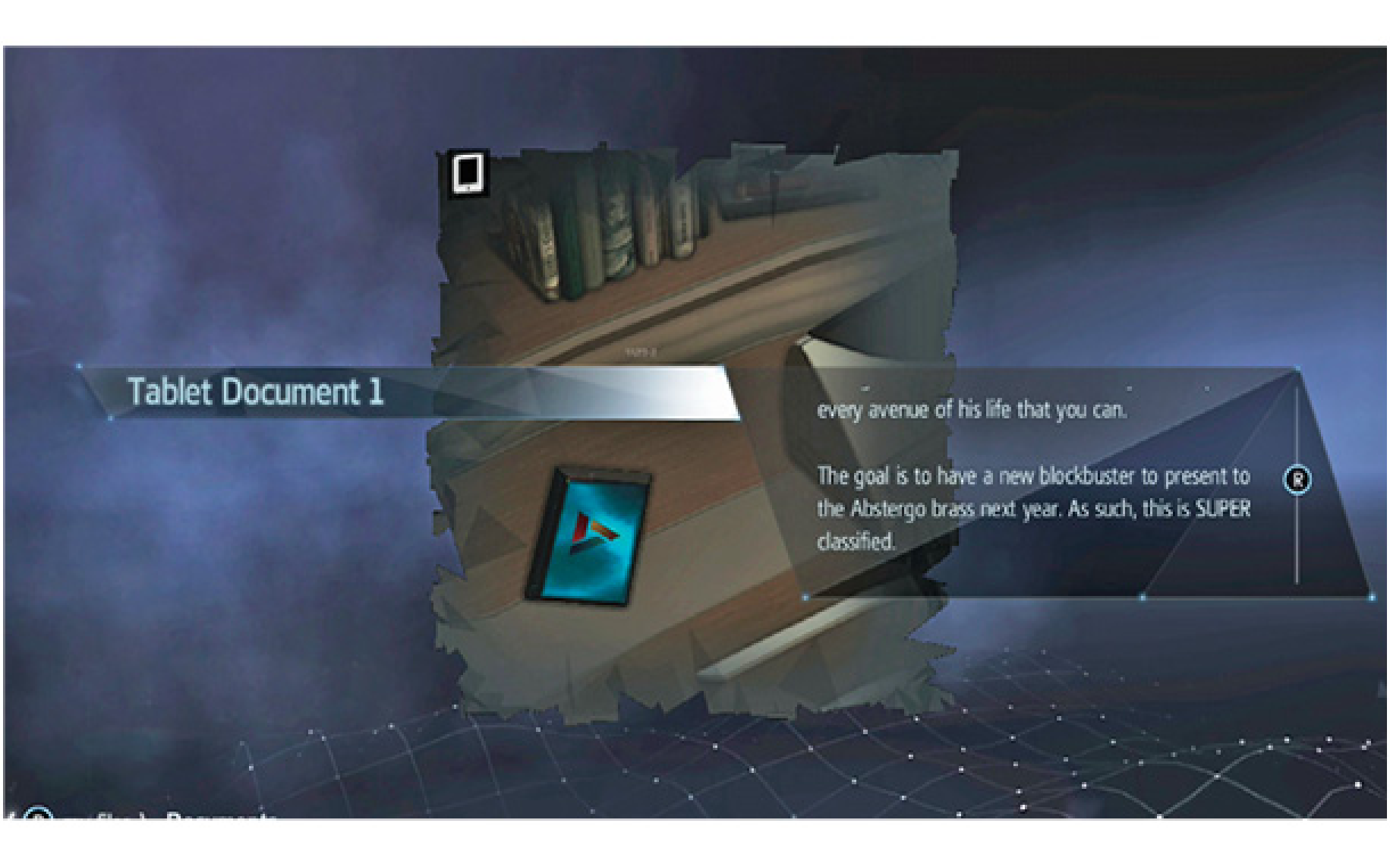
You start the game with several songs, so even non-explorers aren't going to be left out. Quite early in the game you receive: Bold Riley Oh, Don't Forget Your Old Shipmates, Jolly Roving Tar, New York Girls, Paddy Lay Back, Rolling Down to Old Maui, and Windy Old Weather.



TABLET DOCUMENTS

TABLET REWARDS

TABLET DOCUMENT #	REWARD SUBJECT	LOCATION
1	**Robert Fraser**	Floor 2 (Helix Research) On the floor close to the elevator.
2	**Jean-Francois Brunet**	Floor 15 (CCO) On the floor to the right upon entering the server room.
3	**M. -O. Boudreault**	Floor 2 (Helix Research) On the corner of the couch, next to the display board, in the Manager's Office.
4	**M. -O. Boudreault**	Floor 2 (Helix Research) In the lower right of the main work area, close to the security room.
5	**M. -O. Boudreault**	Floor 2 (Helix Research) On a couch in the small room (Level 2 security) northeast of the main work area.
6	**Jean-Francois Brunet**	Floor 15 (CCO) On the left side, as you pass through the doors onto the balcony.
7	**Christopher Darby**	Floor 1 (Lobby) On the floor behind the seats, closest to the coffee stand.
8	**Kristina Uhrich**	Floor 2 (Helix Research) At the entrance to the cubicle, furthest to the left, in the main work area.
9	**Jean-Francois Brunet**	Floor 1 (Lobby) In the small room (Level 3 security) to the right, as you face the exit.
10	**Jean-Francois Brunet**	Floor 1 (Lobby) On the walkway, over the water from the elevator
11	**Jean-Francois Brunet**	Floor B (Servers) Behind the main column in the server area.
12	**Jean-Francois Brunet**	Floor 2 (Helix Research) On the chair by the desk, in the meeting room to the northwest of the main work area.
13	**Philippe Chartrand**	Floor 1 (Lobby) Behind the tree and seating area next to the reception desk.
14	**Ajay Rana**	Floor 2 (Helix Research) By the sinks in the washroom, to the southwest of the main work area.
15	**Kama Neron**	Floor 15 (CCO) Behind the plant to the right of the CCO's office, close to the receptionist's desk
16	**Philippe Chartrand**	Floor 2 (Helix Research) Furthest cubicle in small work room (Level 3 security) to the west of the main work area.
17	**Kloe Lesney**	Floor B (Servers) On the floor in the corner of the corridor leading from the main intersection to the servers.
18	**Philippe Chartrand**	Floor 1 (Lobby) On the floor to the left of the the top of the stairs, as you face the exit.
19	**Jennifer Tam**	Floor 2 (Helix Research) In the cubicle closest to the door in the small room (Level 3 Security) to the northeast of the main work area.
20	**Evan Dean**	Floor B (Servers) In the washroom of the cell to the southwest of the sleeping quarters intersection.

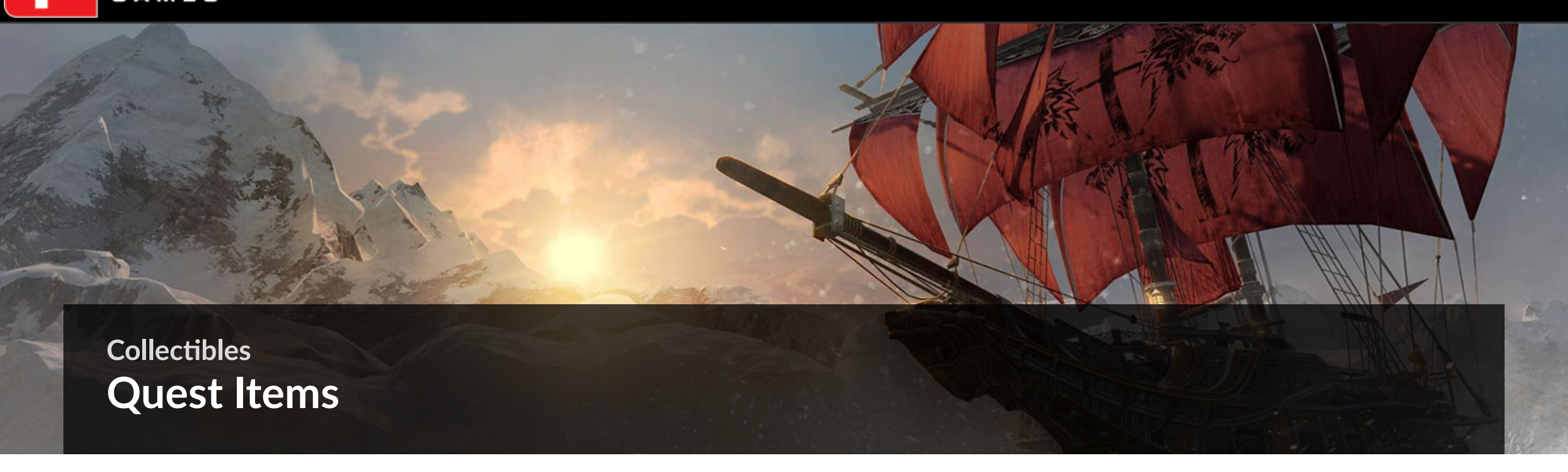


every avenue of his life that you can.

The goal is to have a new blockbuster to present to the Abstergo brass next year. As such, this is SUPER classified.

Like computers, these collectible items are distributed throughout the Abstergo complex. You can't finish collecting them until the very end of the game, when you get Level 3 Security Access.

To collect these Documents, approach the small tablets that are left on desks or the ground, and use your Wireless command to interact with them. Tablet Documents unlock interesting backstory information about the Templars and their activities in the modern world.



TEMPLAR MAPS (24 TOTAL)

TEMPLAR MAP	REGION	LOCATION	COORDINATES	BURIAL SITE REGION	BURIAL SITE LOCATION	BURIAL SITE COORDINATES
1	North Atlantic	Port Meinier	302, -140	North Atlantic	Port Meinier	300, -143
2	North Atlantic	Port Meinier	306, -146	North Atlantic	Harbour Deep	591, -347
3	New York	Greenwich	332, -449	New York	King's Farm	517, -227
4	River Valley	Albany	885, -795	River Valley	Riviere Aurifere	574, -285
5	River Valley	Old Growth	347, -592	River Valley	Coeur de l'Hiver	515, -206
6	River Valley	Ile de Pins	233, -95	River Valley	Lock Cliff	788, -549
7	River Valley	Vieille Carriere	557, -104	River Valley	Greystone	529, -777
8	New York	Stuyvesant's Farm	645, -425	North Atlantic	Gros Morne	487, -305
9	North Atlantic	Halifax	325, -836	North Atlantic	Glace Bay	428, -757
10	North Atlantic	Anticosti	192, -150	North Atlantic	HMS Miranda	724, -176
11	North Atlantic	Saphire	914, -340	North Atlantic	Nerepis	134, -739
12	River Valley	St Nicolas	204, -718	River Valley	Fleur de Vent	224, -259
13	New York	Lower Manhattan	418, -604	River Valley	Twin Snake Path	685, -575
14	New York	King's Farm	413, -264	River Valley	Island West of Aarushi	876, -54
15	New York	East Village	630, -335	North Atlantic	Pearl Island	948, -933
16	New York	Waterfront	512, -728	River Valley	Blackridge	52, -724
17	North Atlantic	St Anthony	588, -231	North Atlantic	Terra Nova	784, -480
18	River Valley	Sleepy Hollow	538, -885	North Atlantic	Grande Entrée	370, -482
19	River Valley	Mt Saint Denis	976, -468	North Atlantic	Burgeo	556, 586
20	River Valley	Or du Nord	962, -121	North Atlantic	Havre Saint Pierre	218, -56
21	River Valley	Orenda	299, -403	North Atlantic	Southwest of Lewisporte	635, -446
22	North Atlantic	St John	867, -638	River Valley	Sleepy Hollow	554, -899
23	North Atlantic	Sept Iles	69, -43	New York	East Village	721, -270
24	North Atlantic	Port aux Basques	445, -615	River Valley	Southeast of Fort Soleil	252, -624
Quest Turnin	N/A	N/A	N/A	North Atlantic	Sapphire	915, -340

Templar Maps are found in many towns around the land. You need to collect all 24 of them and must go to the marked coordinates on their maps and dig up 24 Templar Relics to get your reward. Use custom waypoints on the maps to get yourself as close as possible to the dig sites; this avoids wandering around trying to find where you're supposed to dig. The Templar Maps also have a picture of the area, which helps to pinpoint the target even more. Use the Templar Map tool or go into the Pause menu to look at the maps you've collected. Once you're at the correct site, digging up a relic is simple. Interact with the ground and you get your prize.

Take all 24 Templar Relics to the Sapphire, in the North Atlantic. The turn-in for this quest is marked on your map there (even before you finish). Take the relics and turn them in to get a historic suit of armour.

VIKING SWORDS (15 TOTAL)

OBJECT	MAP	LOCATION	COORDINATES
Viking Sword #1	North Atlantic	Yarmouth	190, -906
Viking Sword #2	North Atlantic	Pearl Island	944, -933
Viking Sword #3	North Atlantic	Burgeo	549, -588
Viking Sword #4	North Atlantic	Grande Entrée	364, -476
Viking Sword #5	North Atlantic	Harbour Deep	584, -358
Viking Sword #6	North Atlantic	Port Meinier	298, -142
Viking Sword #7	North Atlantic	Fogo	916, -67
Viking Sword #8	North Atlantic	Anticosti	188, -144
Viking Sword #9	River Valley	Vieille Carriere	555, -42
Viking Sword #10	River Valley	Old Growth	288, -531
Viking Sword #11	River Valley	Twin Snake Path	662, -588
Viking Sword #12	River Valley	Ash Creek	267, -879
Viking Sword #13	River Valley	Or du Nord	945, -135
Viking Sword #14	River Valley	Lac Eternel	427,-370
Viking Sword #15	New York	North Medium	386, -249
Viking Armour Turnin	North Atlantic	Pearl Island	949, -928

There are 15 Viking Swords hidden around the world. They're each listed as a quest item when you check an area's contents initially. Once you've cleared the local Viewpoint, a sword icon appears if there is a Viking Sword in the region. Dig these up to collect them.

free the smugglers
dig B
£ 260
saving...

Turn-in is in the North Atlantic, at 949, -928. The closest Fast Travel point is on Pearl Island. From there, you should put a custom waypoint on the noted coordinates and swim over to the island. Dig up the ancient site and get yourself some fantastic armour.

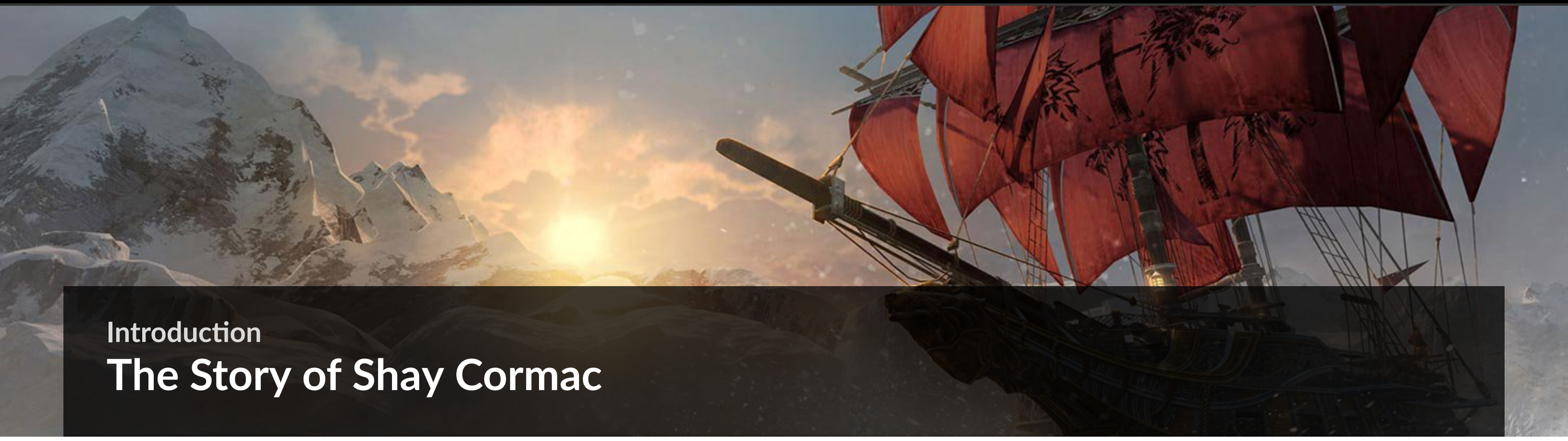
NATIVE TOTEMS (7 TOTAL)

OBJECT	MAP	LOCATION	COORDINATES
Native Artifact 1	River Valley	Dekanawida	494, -658
Native Artifact 2	River Valley	Otetiani	109, -374
Native Artifact 3	River Valley	Genessee	369, -23
Native Artifact 4	River Valley	Aarushi	936, -48
Native Artifact 5	North Atlantic	Fogo	915, -67
Native Artifact 6	North Atlantic	Gros Morne	497, -309
Native Artifact 7	North Atlantic	Terra Nova	787, -480
Quest Turnin	River Valley	Orenda	272, -393

These collectible quest items are harder to get than most. They're hidden high up in remote regions. You have to climb cliffs, explore caves, and put in some real time just to find the shrines that surround the Totems. Then you need to complete a short minigame to break the items out of their shrines.

It's almost a good thing there are only seven of these to collect! But you're well rewarded for your efforts. Once you get all of them, travel to the Native American village east of Orenda (271, -393). The turn-in for the quest is there, and you receive a fine warrior's garb to show off during your travels.

Also, there are other treasures hidden near each of the Native Pillars. Blueprints are the most common pairing, and these are useful to all types of players.



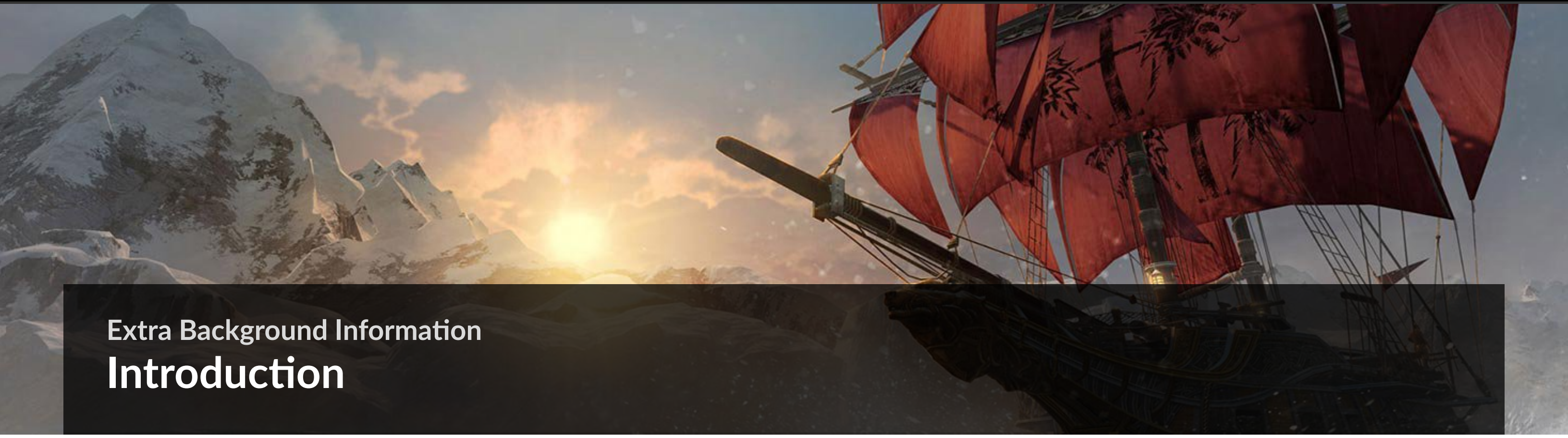
Introduction

The Story of Shay Cormac

In *Rogue*, you follow Shay Cormac, a young but skilled Assassin who must go through many changes before he becomes the man he was meant to be. Sailing aboard a fast ship, the *Morrigan*, he'll traverse the new world in the mid-1700s and will see many ports of call, use new weapons and tricks, and do it all with style. He'll collect swords, pistols, and treasure while hunting both man and beast to get what he needs and further his own ends.

This game's main story takes place in North America between 1752 and 1761. Not limited to the ocean, you also can take your ship along the rivers of the area, exploring deeper inland. This strategy guide will be with you the whole way, pointing out combat tricks, hiding spots, escape methods, hidden collectibles, and useful upgrades. This book provides a dedicated walkthrough of the main story, and for players who want to see everything they can, it shows you how to get every collectible that is strewn around the landscape and knock out every achievement/trophy.

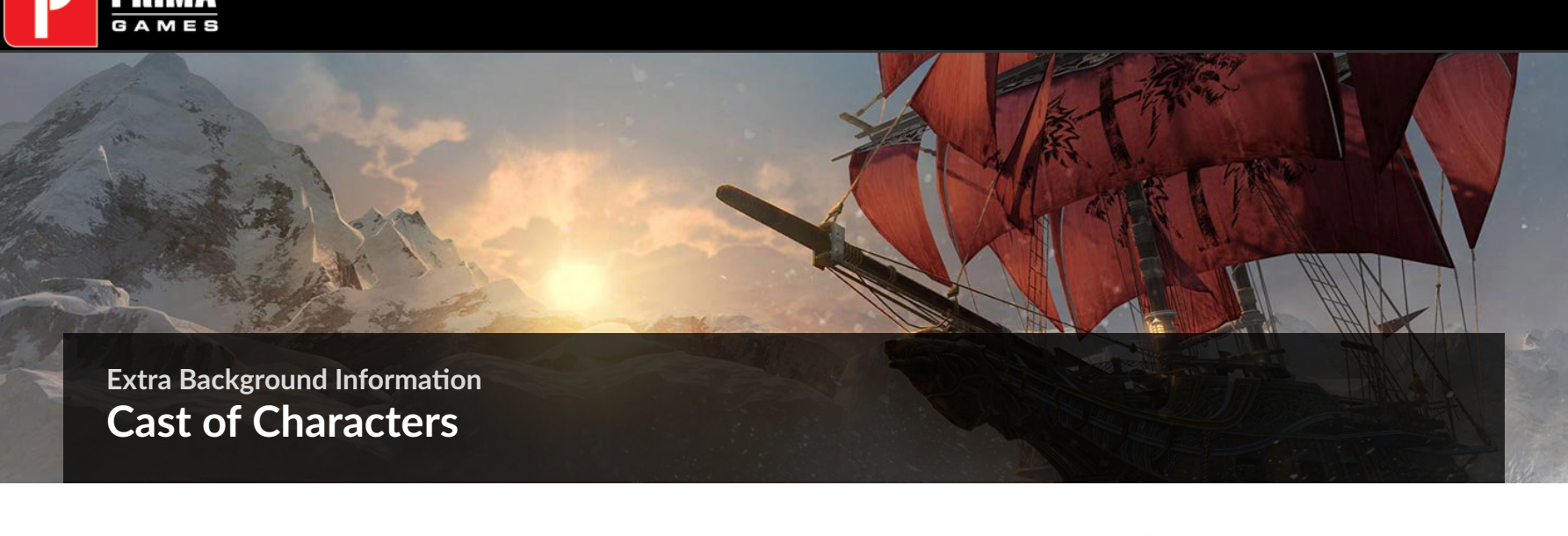
Let's begin.



Extra Background Information

Introduction

This chapter contains some bonus historical and geographical information associated with the fictional story and timeline in Assassin's Creed: Rogue.



Extra Background Information

Cast of Characters

SHAY CORMAC

Born: 1731

Died: Unknown

Shay was born in New York City to immigrants from Dublin, Ireland. His mother died in childbirth and his father served in the merchant marine. While visiting his father at the docks one day, Shay met an older boy, Liam O'Brien, and the two became friends. Shay was raised by his aunt in a poor and dangerous neighborhood, and Liam helped Shay learn how to fend for himself.

By the tender age of eight, Shay earned a reputation as a brawler, and his father brought him aboard his ship. Shay was always on the lookout for an adventure and, although he would miss his friend Liam, he eagerly agreed and began to work for a living. Shay began to train with a sword and pistol so he could join the crew in fending off pirates. In one such incident, Shay single-handedly faced down and shot a pirate captain, saving his ship.

In 1747, disaster struck at sea when a storm claimed many lives of Shay's crew, including his father. Shay returned to New York and spent his days wandering from one tavern to the next, starting one brawl after another.

By chance, in 1748, Shay reunited with Liam O'Brien, who helped him get back on his feet. After that, the two became inseparable. Liam introduced Shay to Achilles and he learned about the Assassins and their Creed. He joined them a year later. His training was assigned to Liam and his fellow recruits Hope Jensen, Chevalier de la Vérendrye, and Kesegowaase.

LIAM O'BRIEN

Born: 1726

Died: Unknown

Liam O'Brien was born in Plymouth, Massachusetts, to Irish immigrants. After years of struggling to survive on a farm, the family moved to New York, where Liam's father began to work for a rich merchant, loading ships bound for England. Liam eventually joined him, and it was there he met a young boy named Shay Cormac, who was visiting his father in the merchant marine. The two boys became friends and Liam looked after the younger boy, who lived in a rough neighborhood and was showing a talent for getting into trouble.

As Liam continued to work, he was shocked to learn that despite all the profits made by their employer, the employees remained underpaid and mistreated. Tensions rose between the two sides. In 1736, Liam recruited a few of his young coworkers to begin robbing their employer. However, he was caught and was forced to kill a man in self-defense. In order to protect his son, his father took the blame for the murder and was executed by the authorities.

Lost, Liam drifted from one job to the next, distancing himself from everyone he knew, including his young friend Shay. He kept on robbing New York's richer citizens so he could send money to his mother, whom he was too ashamed to face.

In 1738, he met Achilles, who began to give him small tasks to perform, such as delivering messages to a Wolastoqiyik man named Kesegowaase in the frontier. Achilles's influence grew on Liam. He began to look up to the man who finally managed to teach him about right and wrong and, eventually, about the Assassins and their Creed.

In 1743, Liam became Achilles's first mentee and quickly learned from him. Liam helped Achilles recruit the remainder of his colonial Brotherhood: Chevalier de la Vérendrye, Kesegowaase, and Hope.

In 1748, Liam found his childhood friend Shay Cormac, whose life had been shattered after his father died at sea. Liam helped him get back on his feet and the two became inseparable. Later that year, Liam introduced Shay to Achilles, and it wasn't long before his young friend joined the Assassins. Liam was tasked to keep an eye on the latest recruit.

Liam and Shay were close friends until the latter turned his back on the Assassins over the use of Precursor artifacts.

ACHILLES

Born: c. 1710

Died: 1781

Achilles was born of Caribbean and British descent in the West Indies. In the mid-1730s, he was the last Assassin to be recruited into the Brotherhood by its legendary mentor Ah Tabai. When his training was complete, Achilles was sent north to establish a Brotherhood in the American colonies.

Achilles married a woman named Abigail and they had a son, Connor. Achilles established a homestead where his Brotherhood could settle before expanding throughout the frontier. He recruited several promising colonials to the Brotherhood, including Liam O'Brien, Chevalier Louis-Joseph Gauthier de la Vérendrye, Kesegowaase, Hope Jensen, and finally, Shay Cormac. Achilles strengthened the ties between the Brotherhood and the nations of the Iroquois confederacy, particularly the Kanien'kehá:ka.

ADÉWALÉ

Born: 1692

Died: Unknown

Born to enslaved parents in Trinidad, Adéwalé was sold to the owner of a prosperous plantation before his teens. He escaped by joining a group of buccaneers who raided the plantation.

Adé sailed with this group of men for many years, honing his skills as a sailor. In 1715, he was captured by Spanish authorities, who decided to send Adéwalé to Spain and loaded him into one of the galleons that made up their perennial treasure fleet. Thanks to a hurricane, as well as a young Welsh pirate named Edward Kenway, Adé escaped. Freeing more prisoners along the way, Adé and Edward commandeered a brigantine and set sail just in time to beat the worst of the storm. When the hurricane passed, Adé was free once more.

Adé became the quartermaster aboard Captain Kenway's ship, the Jackdaw. Operating out of Nassau for a time, they grew wealthy off their spoils and lived the lives they had always dreamed of. But Adé was a man who valued the democratic ideals of this pirate community far above the spoils they acquired. And as he saw Edward Kenway fall deeper into a spiral of selfish greed and pointless glory, he wondered if there wasn't a more noble cause he might adopt to suit his ideals.

In 1716, Adé first encountered the Assassins in Tulum. He returned in 1719, where he spoke with their mentor Ah Tabai and asked him many questions about their Brotherhood. After hearing answers that pleased him greatly, Adé joined them. For the next 15 years, Adéwalé faithfully served the Assassins. But in time, he became increasingly troubled by memories of his past.

In 1735, Adé's ship was caught in a storm, and he washed ashore near Port-au-Prince. There, he met Bastienne Josephe and Augustin Dieufort, whose passion drew him to the Maroon cause. In the following years, he used his skills to help rebuild the Maroon resistance in Port-au-Prince. He fled Saint-Domingue in 1737 after killing the governor, Pierre, Marquis de Fayet, and returned to the Assassins.

HOPE JENSEN

Born: 1732

Died: Unknown

Hope was born in New York City to a modest family but was placed in an orphanage after her parents died. She was adopted by a German couple who hoped to build a new life for themselves in the colonies. They symbolized this desire by naming their adopted daughter Hope.

Years of hard work finally paid off for Hope's father, who saw his business endeavors turn great profits, and her family rubbed elbows with New York's elite. But despite their wealth and best efforts to fit in, they were never truly accepted in New York's finer circles.

Hope received a good education from private tutors and gradually realized that the world was unfair. In 1742, Hope's adopted father disappeared under mysterious circumstances, never to be seen again. Later that same year, her father's former business partners took control of the family business, leaving her adopted mother with nothing. Hope and her mother became destitute, forced to live on the streets.

Hope's mother died after a long and painful disease, despite Hope's best efforts at stealing food and medicine. Hope vowed never to depend on anyone ever again.

In 1746, Hope met Achilles, who was impressed by her survival instincts, pickpocketing skills, and strength of will. She was inducted into the Brotherhood a year later. Achilles ordered her to set up a network in New York City, and before long, Hope controlled most of New York's organized crime.

KESEGOWAASE

Born: 1730

Died: Unknown

Kesegowaase was born in Wolastoqiyik territory, in what is now New Brunswick. Until his teens, he lived in a walled village surrounded by farmed fields, where he practiced hunting, fishing, and various survival skills.

As European hostilities grew, Kesegowaase joined other men from his village as mercenaries helping the French army. In 1746, he met Achilles and Liam O'Brien, who were working with the French army on behalf of the Assassins. They were impressed with his prowess and determination and invited him to join the Brotherhood.

In 1749, he met Shay Cormac and became one of his instructors.

LOUIS-JOSEPH GAULTIER, CHEVALIER DE LA VÉRENDRYE (CALLED "CHEVALIER")

Born: 1717

Died: Unknown

Louis-Joseph Gaultier, Chevalier de la Vérendrye was born to a family of explorers on Île aux Vaches in New France. In 1735, he went on his first expedition with his father to Fort St. Charles on Lake of the Woods. A year later, he reestablished Fort Maurepas. He was rewarded with the title of "chevalier" (knight) from his father, who passed over Louis-Joseph's older brother to do so. He spent the next four years exploring North Dakota and Manitoba.

In 1744, de la Vérendrye became a frontier post commander for the French government. It was around this time that he met Achilles and Liam O'Brien and helped them complete an Assassin mission. In 1746, Achilles asked de la Vérendrye to join him, an offer that was gladly accepted.

De la Vérendrye lost his father in 1749, and further explorations westward were disrupted by politics. Later that same year, he met Shay Cormac and took an instant dislike to him.

In 1752, de la Vérendrye returned to fur trading, but business did not go well for him.

HAYTHAM KENWAY

Born: 1725

Died: 1781

Haytham was born in London. His father was Edward Kenway, a former pirate who trained him with a secret purpose. One day before his 10th birthday, young Haytham's home was burned, his half sister Jenny was taken, and his father was killed. Reginald Birch, a family friend, offered to help and revealed he was a Templar, though the boy hardly understood what this implied at the time. Haytham was introduced to Edward "the Bulldog" Braddock, a soldier in the Royal Army and fellow Templar, and the two took an instant dislike to each other.

Years passed in a fruitless search for his half sister, and Haytham and Birch settled in Troyes, France. Haytham became a ruthless and efficient killer for the Templars. While searching for his father's killer, he met Braddock in Germany and served in his Coldstreams unit in the War of the Austrian Succession.

In 1754, Haytham killed an Assassin named Miko in London to acquire an amulet needed to find a First Civilization storehouse. Birch sent him to the colonies to establish an official Templar presence while he searched for the Precursor site. He secured the assistance of Kanien'kehá:ka natives by freeing several captives, including a woman named Ziio, with whom he had an ill-fated but passionate affair.

In 1755, Haytham got word from his European contacts that Jenny was in the Ottoman Empire. He left the colonies to rescue her and was shocked when she revealed that Birch and the Templars were behind the attack on their home. Their father was an Assassin, and Birch had him killed for his secrets. Together, they traveled to Troyes and killed Birch. Haytham returned to the colonies in 1758.

GEORGE MONRO

Born: 1700

Died: 1757

George Monro was born in Clonfin, County Longford, Ireland, to a Scottish military family. His father was Colonel George Munro of Auchinbowie, who was famous for his victory at the Battle of Dunkeld in 1689.

In 1718, Monro joined Otway's Regiment, the 35th Regiment of Foot, as a lieutenant. By 1750, he was promoted to the rank of lieutenant colonel.

CHRISTOPHER GIST

Born: 1706

Died: Unknown

Aside from being born in Baltimore, much of Christopher Gist's youth is unknown. Although he had little in the way of a formal education, he was taught surveying and grew up to be a successful frontiersman.

In the years before the Seven Years' War, Gist had settled in North Carolina and was the neighbor of the celebrated frontiersman Daniel Boone.

In 1751, Gist became a member of the Templar Order, which sent him to explore the country and present himself to the indigenous people in order to secure alliances and commercial lanes.

In 1753, Gist accompanied George Washington to deliver a message to the French, demanding that they leave the Ohio Country. This event sparked the French and Indian War, and Gist would later return on occasion to fight at Washington's side.

JACK WEEKS

Born: 1723

Died: Unknown

Jack Weeks was born in Albany to a couple who escaped slavery in Virginia. They taught him to be independent and to take advantage of any opportunity to better himself. At the age of 10, Weeks began to work as a pickpocket and thief at local markets.

Weeks attempted to pick the pocket of explorer and Templar Christopher Gist. Gist caught him in the act, but was so impressed by the boy's cheeky attitude that he hired him as an errand boy. Gist took him on his travels and taught him about trade and how to mimic people of various social statuses and origins.

In 1750, Gist was hired to explore the lands west of the colonies, and so introduced Weeks to George Monro. Gist suggested the officer should take the young man on as an assistant. Weeks impressed Monro with his cleverness and adaptability. Monro taught Weeks about the Templars and their goals. Weeks admired Monro's intellect and agreed with the Templar philosophy of crowd control.

When Gist joined the Templar Order in 1751, Monro agreed to induct Jack Weeks as well.

WILLIAM JOHNSON

Born: 1715

Died: 1774

William Johnson was born in Ireland but, as a Catholic, found himself with few opportunities in the British Empire. In 1738, he converted to Protestantism and arrived in the colonies to work for his uncle.

Johnson quickly went into business for himself and became heavily involved in trading with the local natives, particularly the Kanien'kehá:ka. He gained the respect of the Iroquois people by learning their language and respecting their customs. Johnson was appointed as New York's agent to the Iroquois and was instructed to equip colonists and natives for a campaign against the French.

Johnson was inducted into the Templars by Lawrence Washington, and the two worked together in secret to build an infrastructure for their Order in the colonies.

LAWRENCE WASHINGTON

Born: 1718

Died: 1752

Lawrence Washington was born in Virginia and was a mentor of sorts to his more famous half brother, George Washington. Lawrence was educated in England, where he was recruited into the Templar Order by Grand Master Reginald Birch. Lawrence returned to Virginia in 1738 to oversee his father's plantation on the Potomac River and to seek out Precursor relics.

In 1739, the British parliament created an infantry for its American colonies, to be used in their conflict against Spain in the West Indies. Lawrence Washington arrived in Jamaica in 1741 and saw action in expeditions against Cartagena, New Granada, Cuba, and Panama. Many casualties in these conflicts were the result of disease rather than violence. Because he arrived in the tropics early, he managed to survive fevers that decimated the other American colonists. Upon his return to the American colonies, Washington became a militia commander at the rank of major.

Washington married Anne Fairfax in 1743. In 1747, he, his father-in-law, and other prominent businessmen began to work together, with the goal of opening trade to the American interior.

Lawrence was diagnosed with tuberculosis and traveled to Barbados with his younger brother George in an attempt to help his health. George caught a minor case of smallpox, and Lawrence used the opportunity to travel to Port-au-Prince on Templar business. Lawrence returned to his Mount Vernon home in July 1752. His younger brother George eventually inherited and took over management of the Mount Vernon plantation.

JAMES WARDROP

Born: c. 1705

Died: 1754

James Wardrop was born to a Templar family in the American colonies. He followed in his father's footsteps and was inducted into the Templar Order in 1720.

James Wardrop's main task was to secure land and wealth for the Templar Order. Though the Templars were not yet officially established in the American colonies, men like Wardrop were slowly but surely setting things in motion.

In 1744, he began to build a trade network for the Order that ran from the colonies to the West Indies. By 1750, he was working with Christopher Gist to acquire land in North America. Wardrop endeavored to keep the fledgling American colonies loyal to the British government but was not above using his position to line his own pockets.

SAMUEL SMITH

Born: Unknown

Died: Unknown

There are virtually no details of Samuel Smith's life. We suspect that he was born in Virginia and showed some skills as a sailor. He was a treasurer for one of Lawrence Washington's businesses and, by extension, the Templar Order.

BENJAMIN FRANKLIN

Born: 1706

Died: 1790

Benjamin Franklin was born in Boston, the tenth son of a soap-maker. While apprenticing for his brother, a printer, he gained fame as a writer, working under the pseudonym "Mrs. Silence Dogood." In 1723, Franklin moved to Philadelphia and continued his career in printing and writing, as well as other odd jobs. In 1725, he visited the Royal Society of London for scientific experiments.

Upon his return to the colonies, Franklin became a true polymath. He created "the Junto," a discussion group for issues of the day that inspired many other intellectual societies. In 1732 he created one of the first subscription libraries in the colonies and the following year began to publish his famous Poor Richard's Almanack. Over a decade later, he began his experiments with electricity, using it to create and improve devices such as the capacitor and the Leyden jar.

His political writing began to gain attention, and in 1754, Franklin attended the Albany Congress to discuss the conflict with the French colonies and the tensions with the Iroquois Nation. He proposed a unified government to organize the colonies and created the political cartoon with the motto "Join or Die." Although the unification was accepted by the delegates at the conference, it was rejected by the British Board of Trade.

Franklin took several political trips to England to represent colonial interests. Although he initially fought for the rights of colonists as British citizens, he concluded that independence was the true solution. Franklin contributed writing to the Declaration of Independence and was present at its signing on July 4, 1776.

For the remainder of the American Revolution, Franklin lived in Paris as the American ambassador to France.

GEORGE WASHINGTON

Born: 1732

Died: 1799

George Washington was born in Virginia to a family of moderately prosperous tobacco planters. When Washington's father died, his older half-brother Lawrence became his role model.

Lawrence married Anne Fairfax, whose father, Colonel William Fairfax, exerted great influence on George Washington. The Fairfax family helped launch George Washington's career as a government surveyor.

In 1751, George traveled to Barbados with Lawrence, who suffered from tuberculosis. George caught a minor case of smallpox, which sickened and scarred him but saved him from worse disease later in life. A year later, Lawrence returned from the tropics to Virginia, where he died, leaving George in control of the family plantation.

Washington inherited his brother's position as adjutant and became a major in the army. In 1754, militiamen under his command ambushed a French patrol that was encroaching a nearby fort, and it became the first battle of the French and Indian War. Later that same year, Washington surrendered to the French at the Battle of Fort Necessity, but mistakenly signed a document saying their commander was "assassinated."

JAMES COOK

Born: 1728

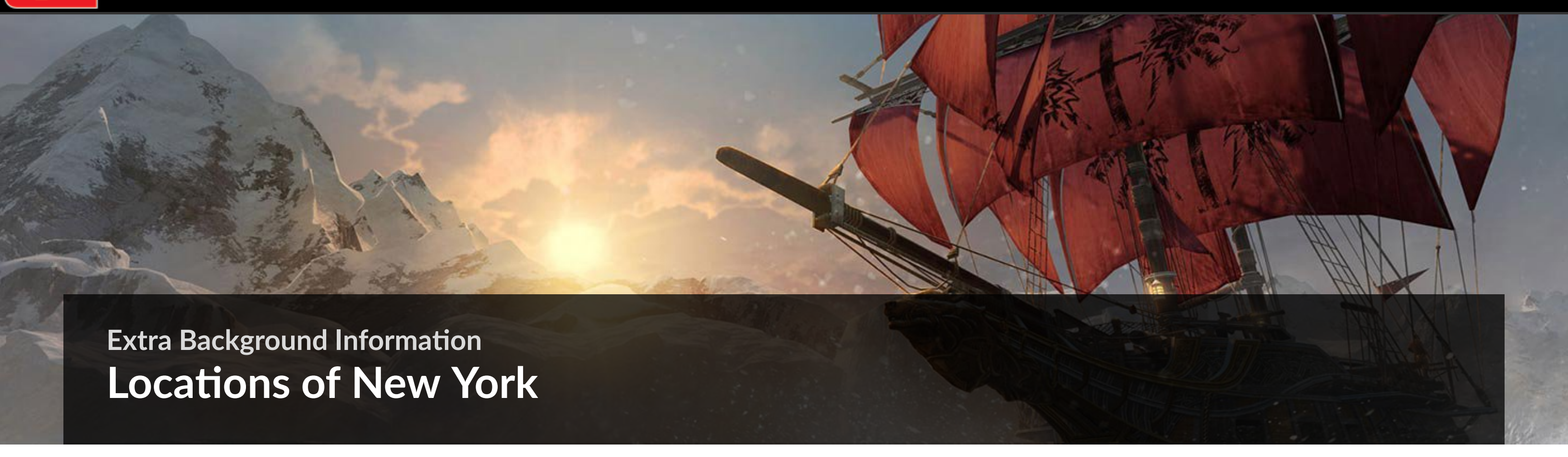
Died: 1779

James Cook was born in Marton village in Yorkshire, the second of eight children. In 1745, he moved to the fishing village of Staithes, where he first heard the siren song of the sea. He apprenticed in the merchant navy while studying algebra, geometry, navigation, and astronomy, which would serve him well in the future.

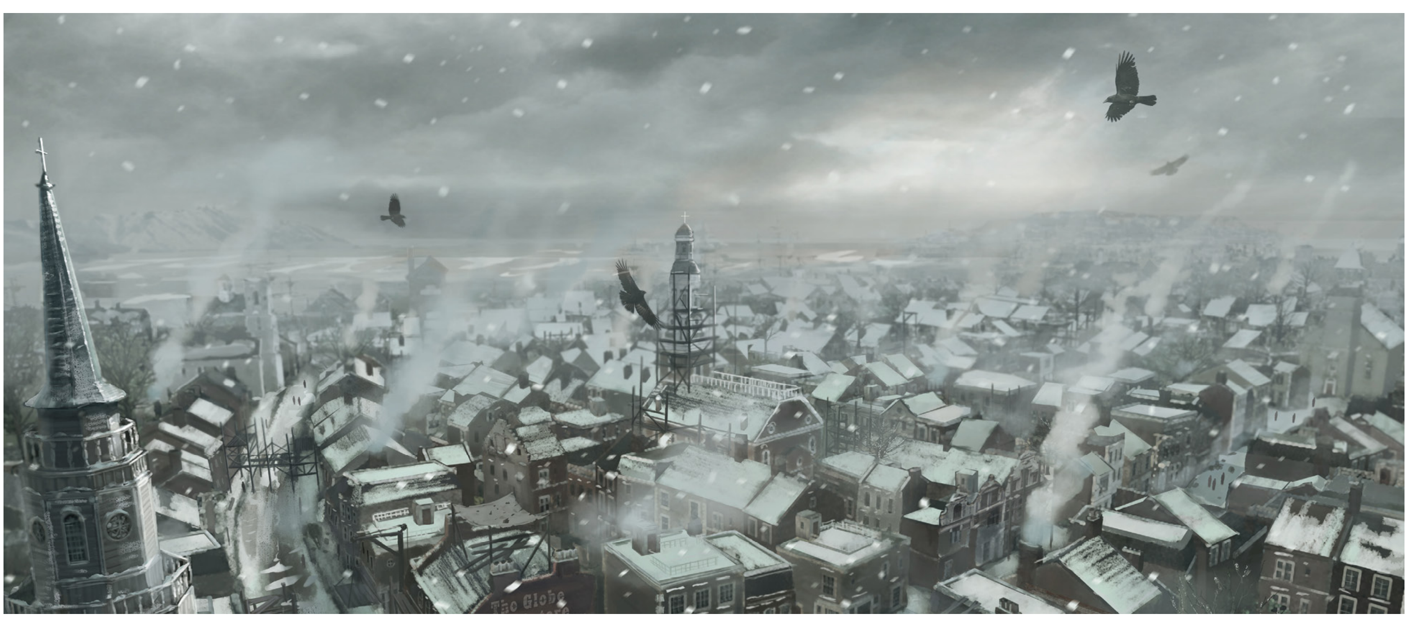
After rising through the ranks of the merchant navy, Cook volunteered for service in the Royal Navy to see action in the Seven Years' War.

During the Seven Years' War, Cook served as the master of the HMS Pembroke. He took part in the capture of the Fortress of Louisbourg, the Siege of Quebec City, and the Battle of the Plains of Abraham.

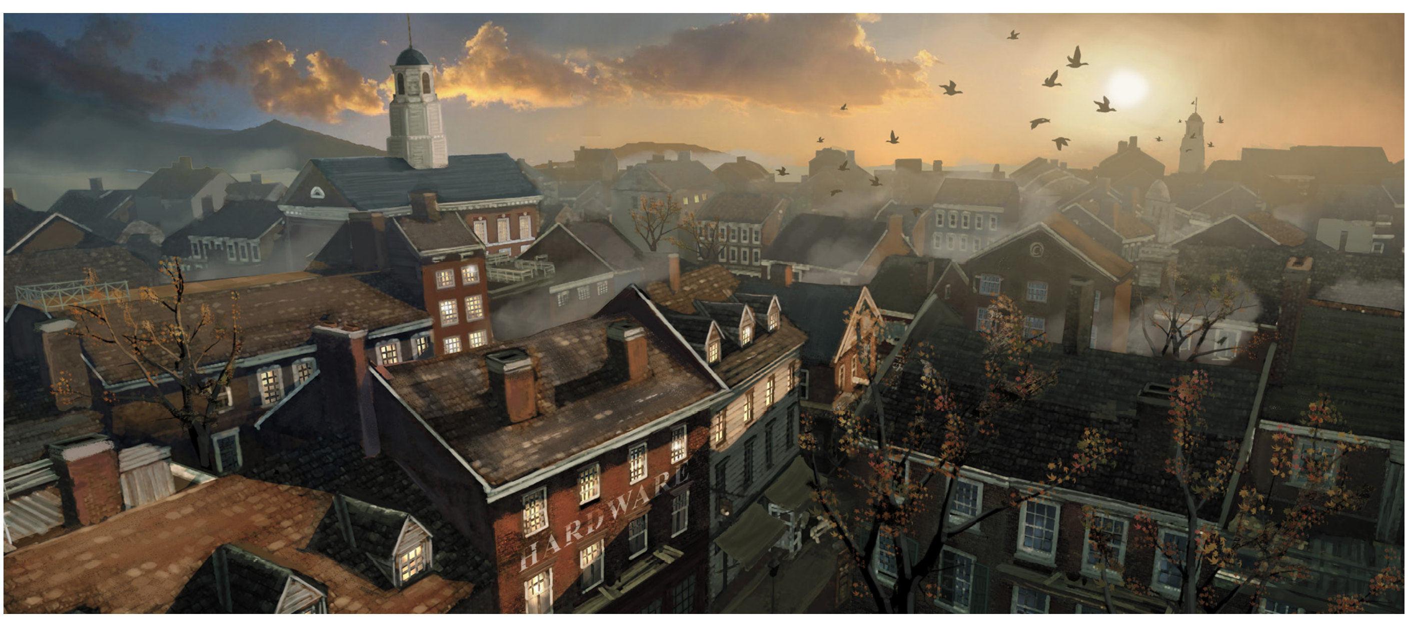
Cook's time in the Atlantic also made him a master surveyor. He produced the first maps of the Newfoundland coast, which caught the attention of the Admiralty and the Royal Society, which launched his career as an explorer.



New York was a bustling city even in the 1700s. It had already been settled for some time. During the course of the game, there's plenty to explore and discover in the old streets of this great town.



FORT ARSENAL



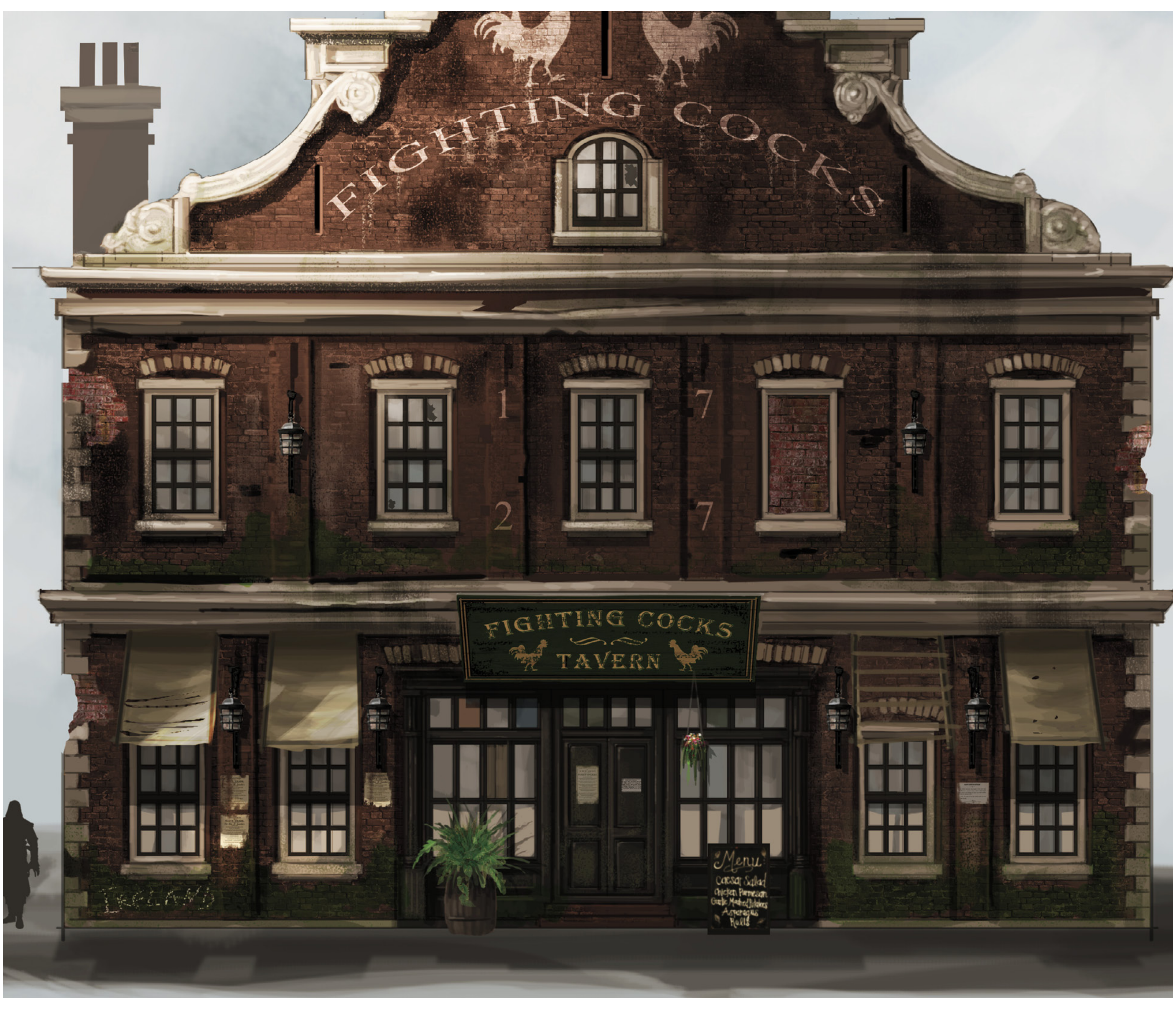
After his falling out with the Assassin Brotherhood, Shay Cormac seized control of Fort Arsenal and used it for his personal headquarters. There, Shay could change outfits, access his cache of weapons, manage his fleet, admire his collection of treasures, and deal with his finances.

CITY HALL

The building was built in 1700 and began its function as New York's city hall in 1702. It housed the city jail until 1759.

It did not become famous until the American Revolution, when delegates from nine of the thirteen colonies met to organize a protest against the British Stamp Act.

FIGHTING COCKS TAVERN



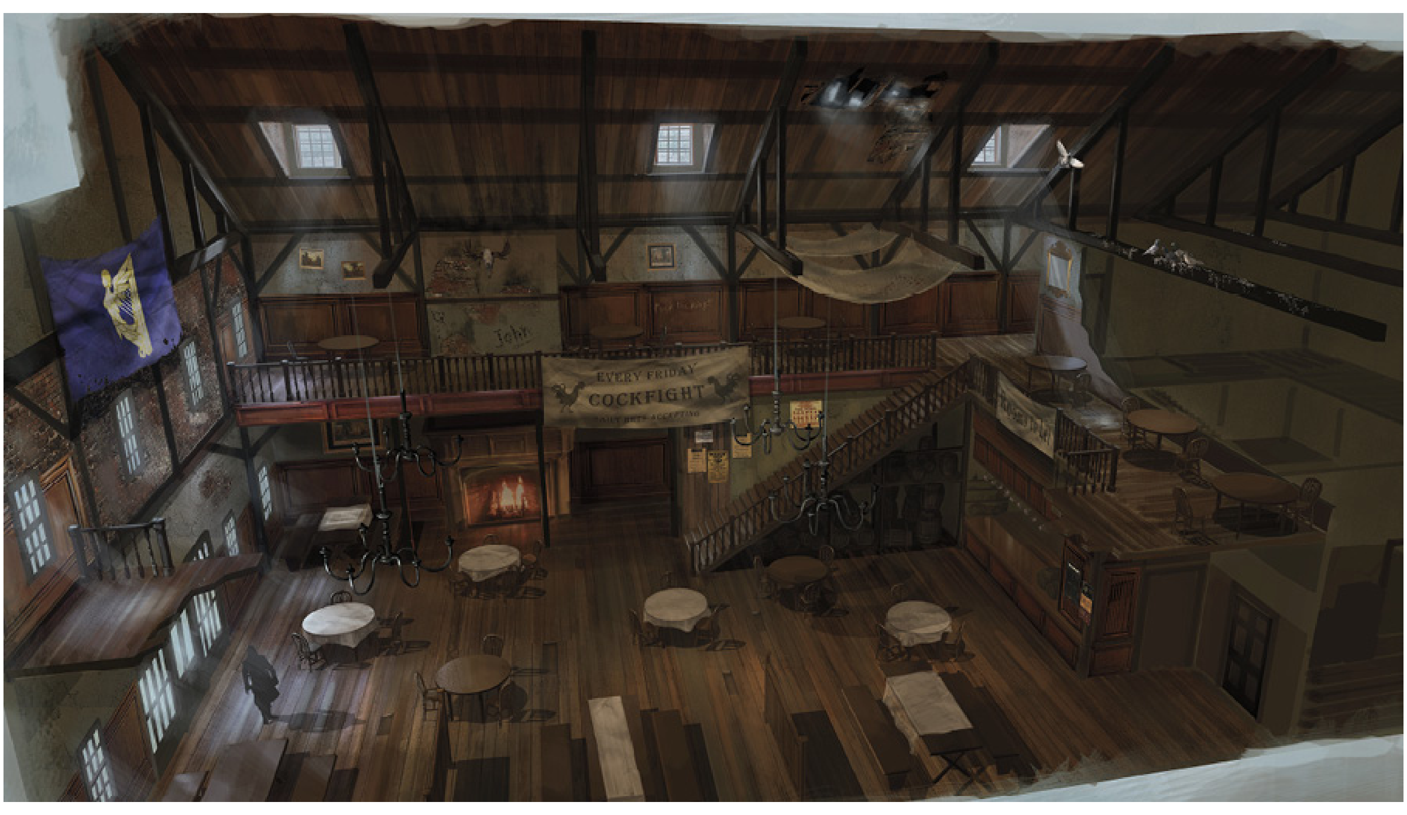
This tavern is best known as the starting point for the Great Fire of New York that destroyed 25% of the city in 1776.

TRINITY CHURCH

Trinity Church was constructed in 1698, and the pirate captain William Kidd lent equipment from his ship to help hoist the stones. In 1709 it created a charity school for itself. The school moved into its own building in 1749 and King's College, now known as Columbia University, was founded in that building's first floor.

The church was destroyed in the Great Fire of 1776, which started in the Fighting Cocks Tavern.

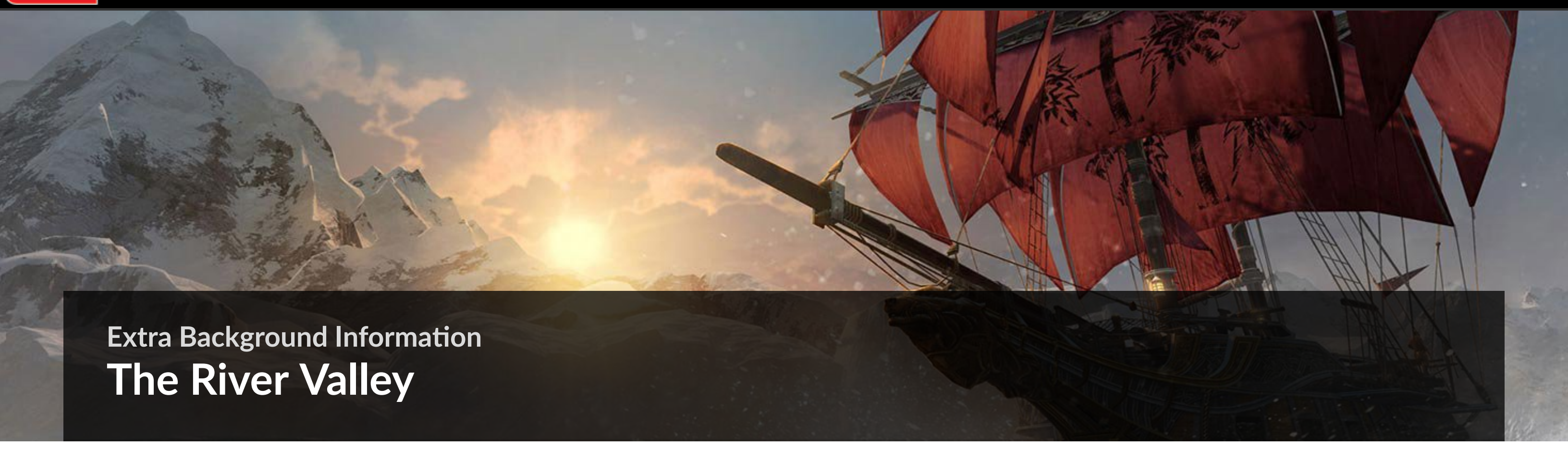
ST. GEORGE'S CHAPEL



St. George's Chapel was built in 1752 by Trinity Church. The exterior was designed by Charles Otto Blesch and the interior by Leopold Eidlitz.

HOPE'S MANSION

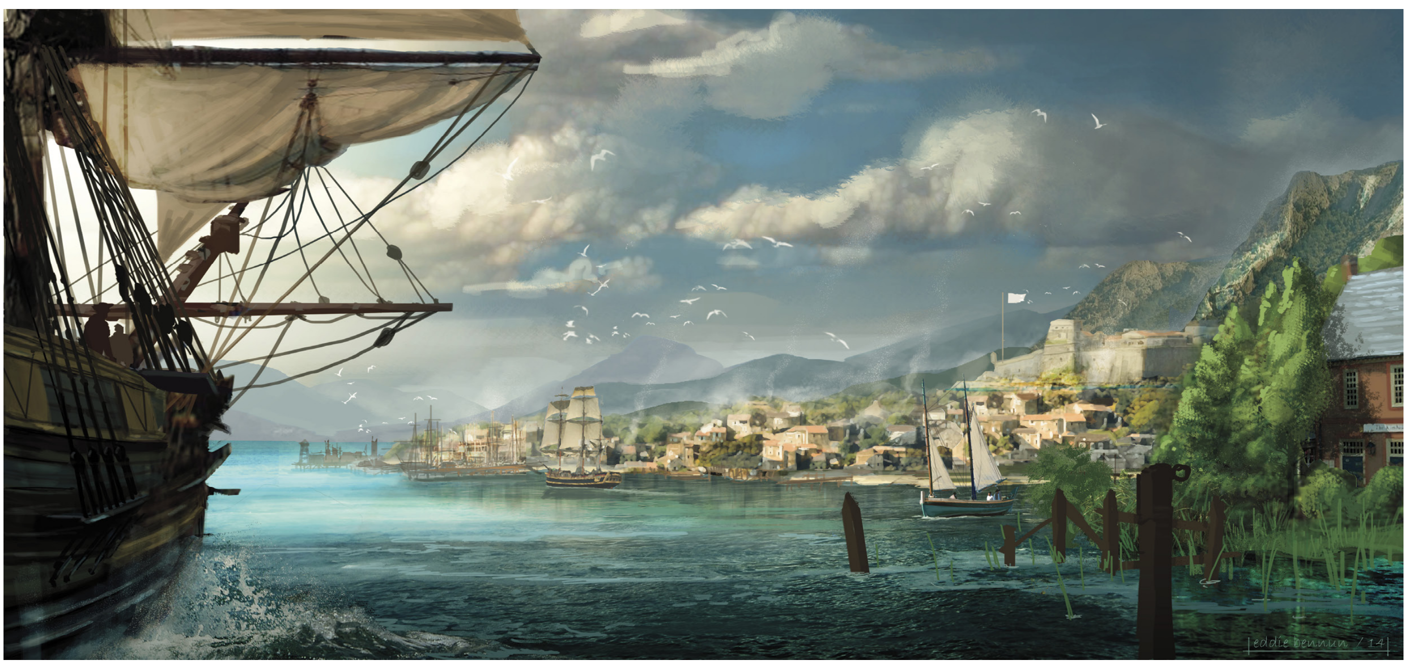
As an Assassin and leader of New York's underworld, Hope Jensen used a mansion that was deadly and extravagant. Knowing it was a matter of "when" and not "if" she would be attacked, she had several traps built into the mansion to deal with intruders.



Extra Background Information

The River Valley

The River Valley is a system of channels that let ships with a shallow draft explore this small slice of the eastern coast. Sail inland to see where the British and French citizens have settled to create sections of the colonies. There's plenty of adventure to be found in these areas during the events that take place in the game.



ALBANY CITY HALL

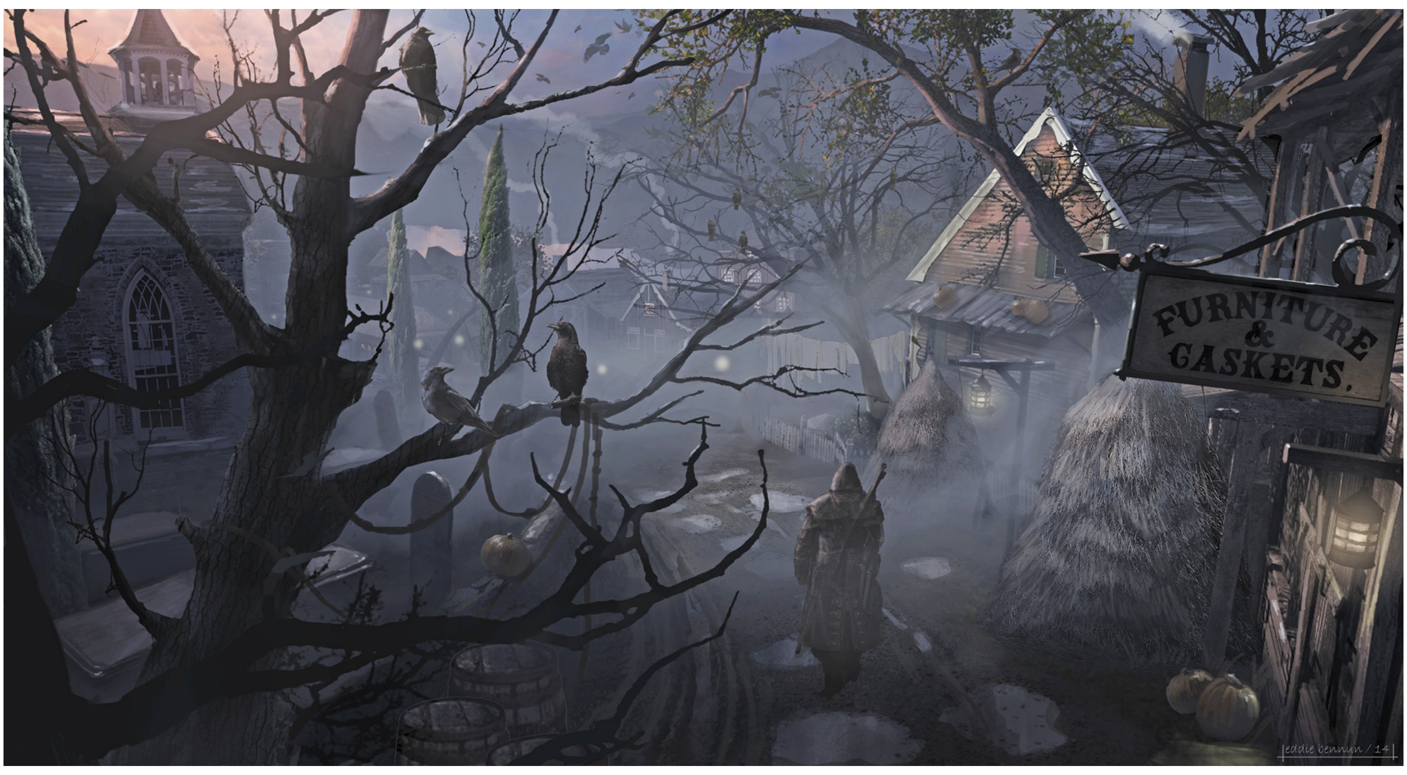
Albany's first city hall was built by the Dutch in the 1660s. It is speculated that the British replaced that city hall with a larger building on the same site around 1740, but it was still referred to by the Dutch name "Stadthuys."

In 1754, the Stadthuys was the site of the Albany Congress, where Benjamin Franklin first proposed the union of the 13 British colonies.

SLEEPY HOLLOW CHURCH

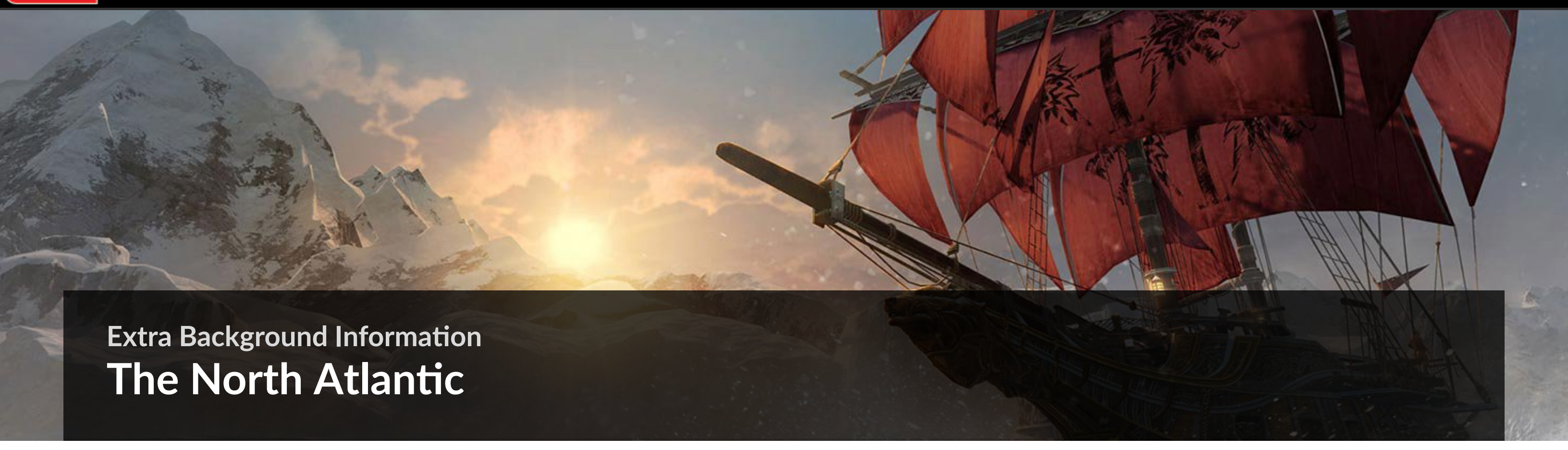
Construction of the Old Dutch Church of Sleepy Hollow was ordered by Frederick Philipse, a wealthy Dutch landowner. When the British claimed the colony, he pledged his allegiance to the Crown and was rewarded with a title and manorship. He chose to settle in North Tarrytown, colloquially known as Sleepy Hollow.

The church, like the rest of the region, became famous thanks to the short story "The Legend of Sleepy Hollow" by Washington Irving.



SLEEPY HOLLOW BRIDGE

A bridge that crosses the Pocantico River, made famous by various interpretations of "The Legend of Sleepy Hollow" short story.



Extra Background Information

The North Atlantic

The waters of the North Atlantic are cold and unyielding. Only the daring or the foolhardy sail to these remote locations, where the glaciers float in relative silence and the largest vessels of several nations compete for dominance.

NORTH ARCTIC PASSAGE

Also known as the Northwest Passage, this sea route was sought for centuries by explorers hoping to connect the Atlantic and Pacific oceans, although any real progress was often impeded by ice.

The desire to establish a trade route to the Indies and China resulted in various attempts to find a path. The first recorded effort was sponsored by Henry VII of England in 1497 and carried out by Italian explorer Giovanni Caboto (or as he is better known, John Cabot).

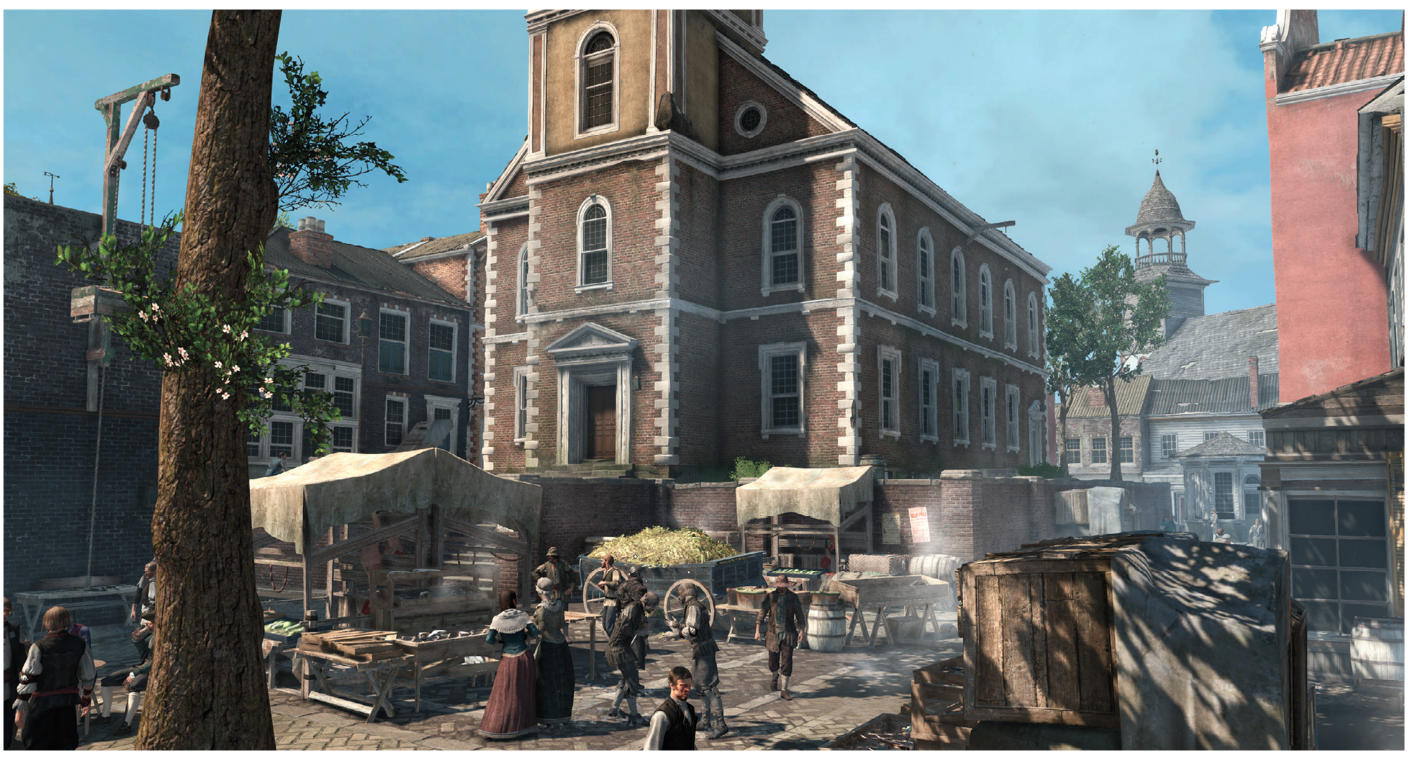
In 1776, Captain James Cook was coaxed out of retirement to lead another such expedition. However, despite his expertise and extensive research, he encountered nothing but icebergs.

In 1845, Sir John Franklin led another attempt, this one ending in a far worse fate. The expedition became trapped in the ice and was lost, with no known survivors. Then the Norwegian explorer Roald Amundsen made an attempt, inspired in part by Franklin’s lost expedition. His voyage, which lasted from 1903 to 1906, marked the first time that the passage was successfully traversed by ship.

ST. PAUL’S CHURCH

Modeled after the ground plans of St. Peter’s chapel on Vere Street in London, St. Paul’s opened its doors in 1750. New additions were continually made, and it took almost a decade for the interior to be completed. It is the oldest Anglican church in North America and has the traditional arrangement of three naves and two side galleries.

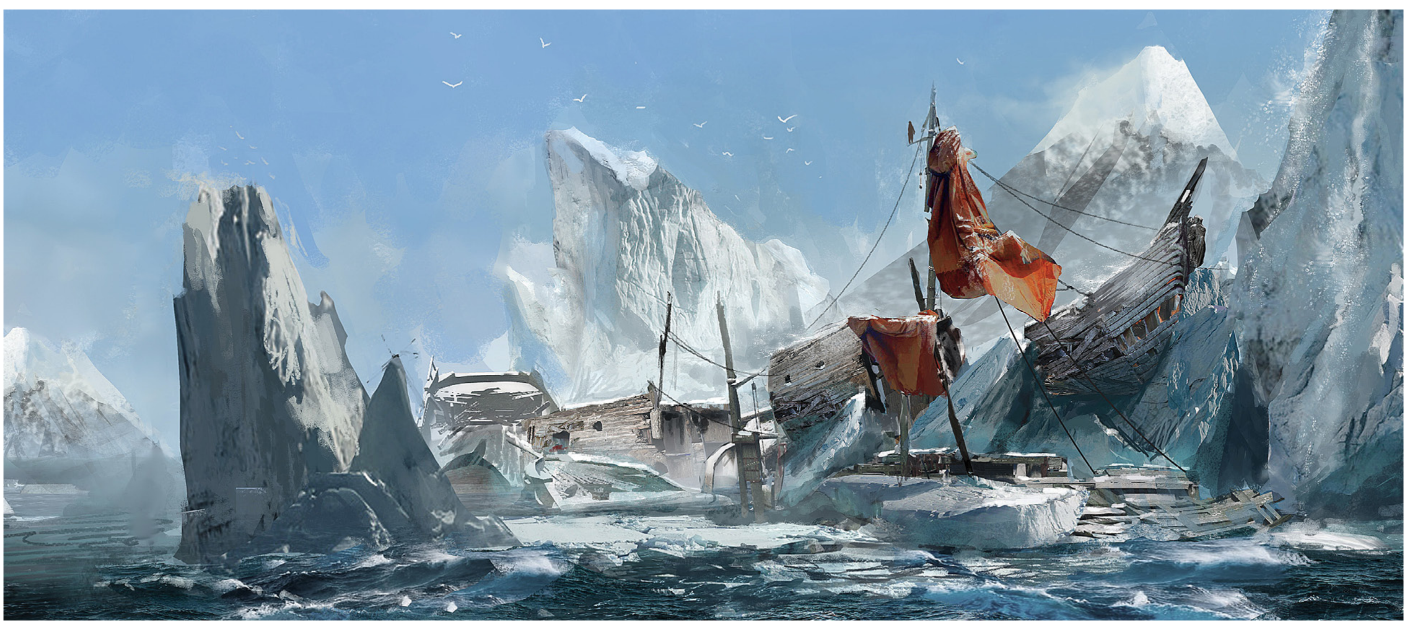
In 1787, St. Paul’s would become the first Anglican cathedral outside of Britain to be given a bishop’s seat.

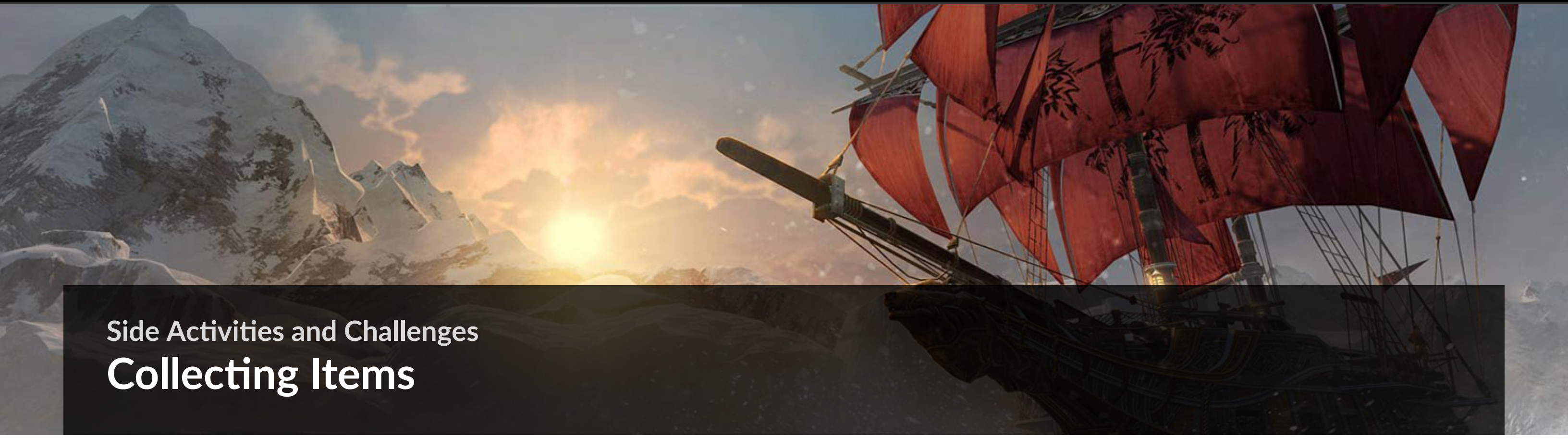


HMS SAPPHIRE SHIPWRECK

Built in 1675, the HMS Sapphire was a 32-gun frigate that became the first command of celebrated English naval officer Sir Cloudesley Shovell (later to be named admiral of the fleet in the British Royal Navy).

In September 1696, then captained by Thomas Cleasby, the Sapphire was trapped by French ships in Bay Bulls Harbour off the coast of Newfoundland. Fearing she would be captured, the English scuttled the vessel and fled to land.





Side Activities and Challenges

Collecting Items

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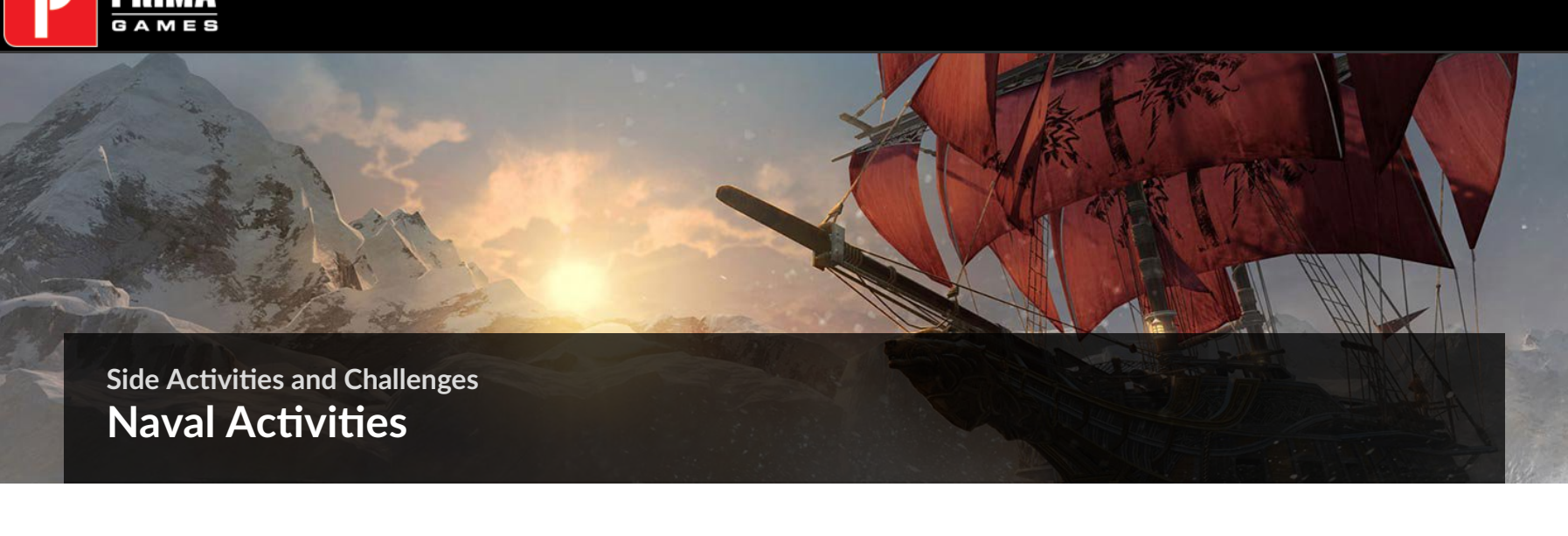
The main game in Rogue is only part of its charm, content, and fun. There are many side activities to do inside and outside of town. Rescues, urban development, money making, and minigames are all covered in this chapter.

There are so many collectible items in the game that they warrant their own chapter. This chapter tells you what's out there, what to get, where to search, the rewards for grabbing everything.

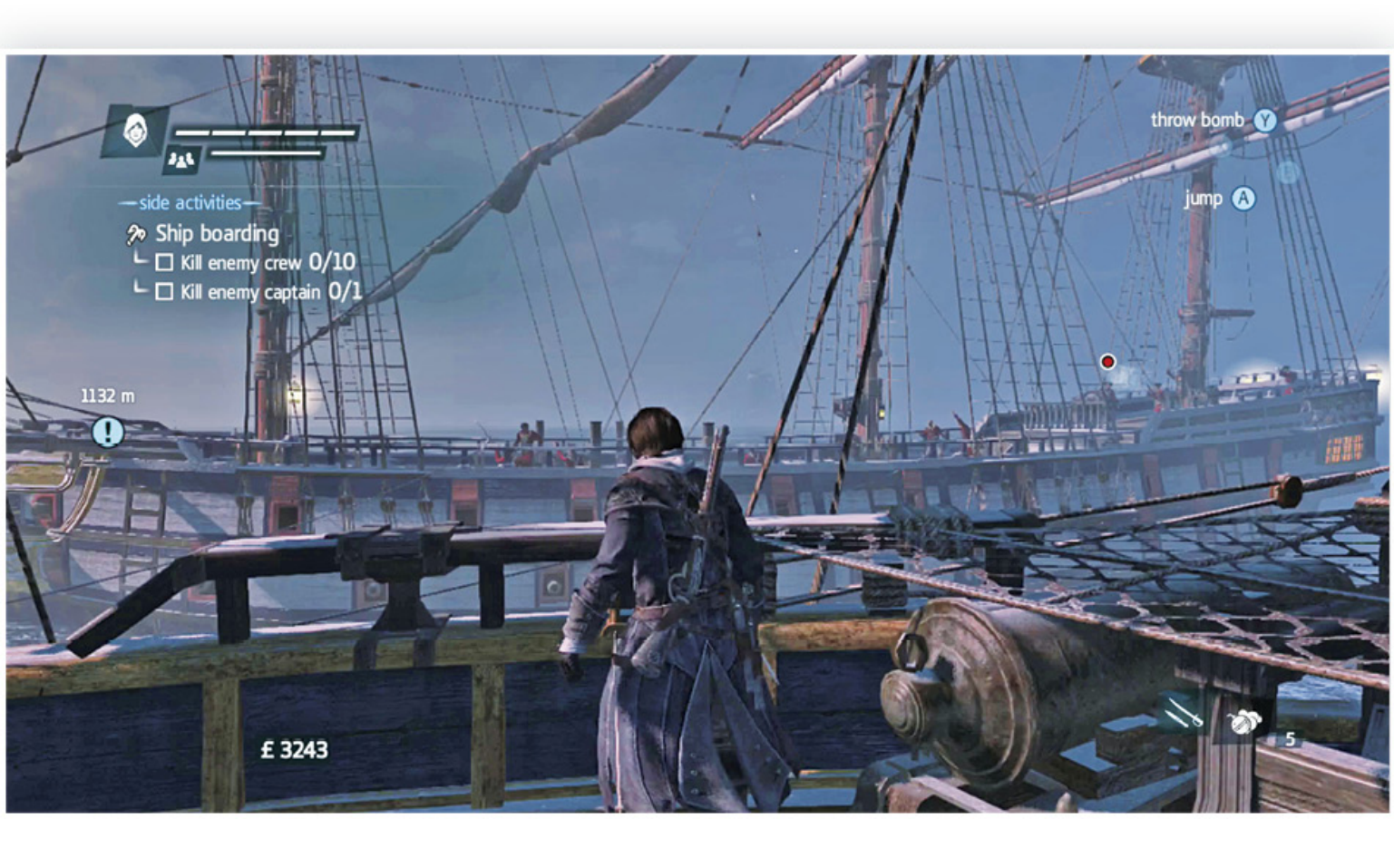
North Atlantic: 591, -347



PRISONER OF WAR SHIPS

LOCATION: On the high seas of the North Atlantic

REWARD: A huge amount of salvage and crew



POW LOCATIONS

East of Glace Bay

East of Chameau

Northwest of Pearl Island

East of Port Meinier

Northeast of Harbour Deep

South of Fogo

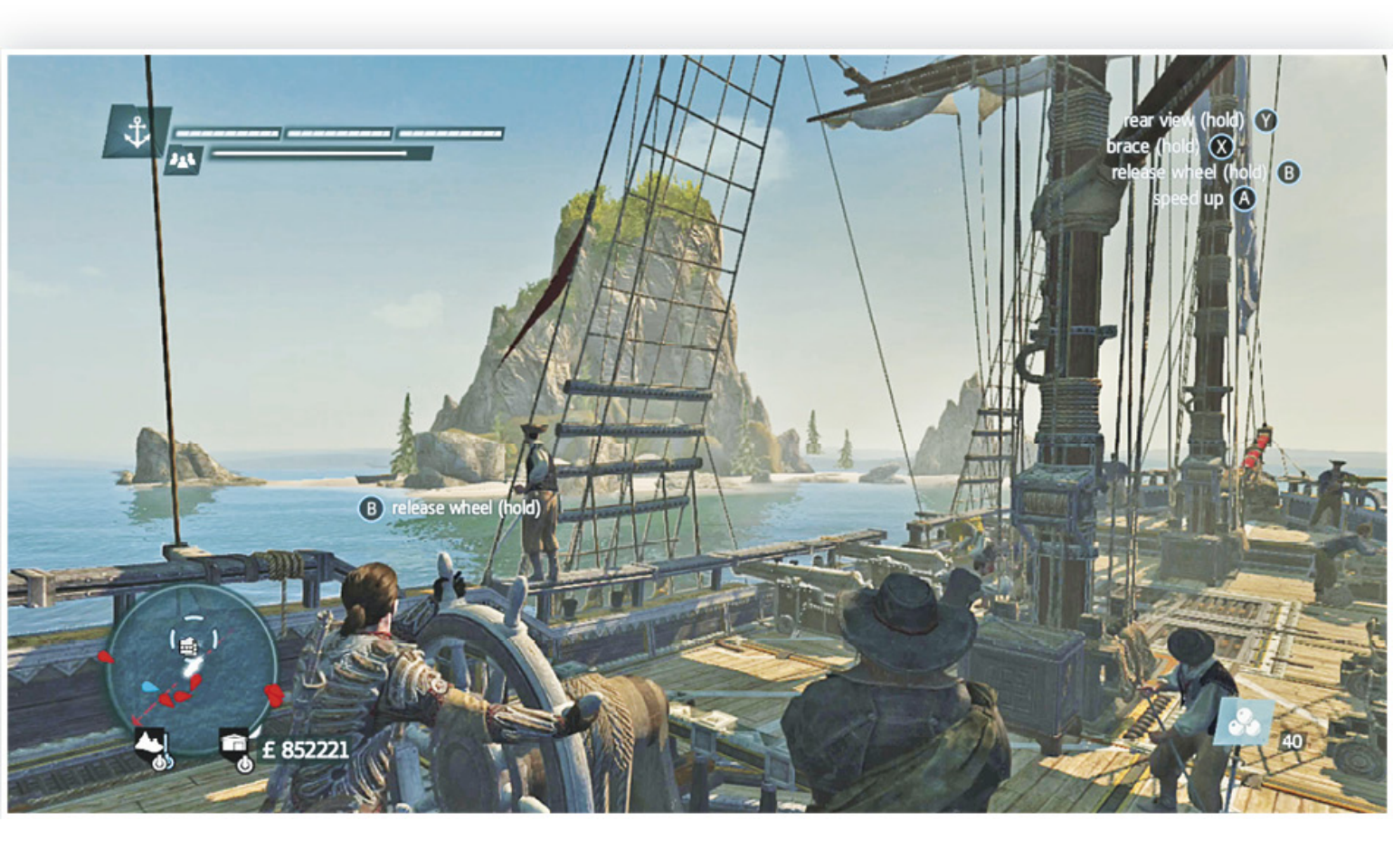
A special type of convoy triggers this task. You find a larger vessel with two smaller escorts. Your goal is to destroy the escorts by any means, and then board the POW ship and take it by force. Avoid firing on the main ship so that none of the POWs are killed. Fight the escorts away from the POW ship, and fire at angles that won't cause errant shots to hit the wrong target.

The escorts aren't much of a problem normally, but the main ship offers a tough fight when you move to board it. You need to bring down its crew and its captain. To do this, you should soften the enemy deck with ranged attacks first, and especially focus on the captain (they always wear nice hats). Hit them and their allies with Berserk Darts or pistol fire while the ships are being tied together. This makes it easier to seize the enemy ship without losing many crew members during the fighting.

ABANDONED SHIPS

LOCATION: Specific areas on the water

REWARD: Minor resources



LOCATIONS FOR ABANDONED SHIPS

Southwest of Sept-Îles

Northwest of Perce

Southwest of Nerepis

Southeast of Glace Bay

West of Pearl Island

Southwest of Lewisporte

North of HMS Miranda

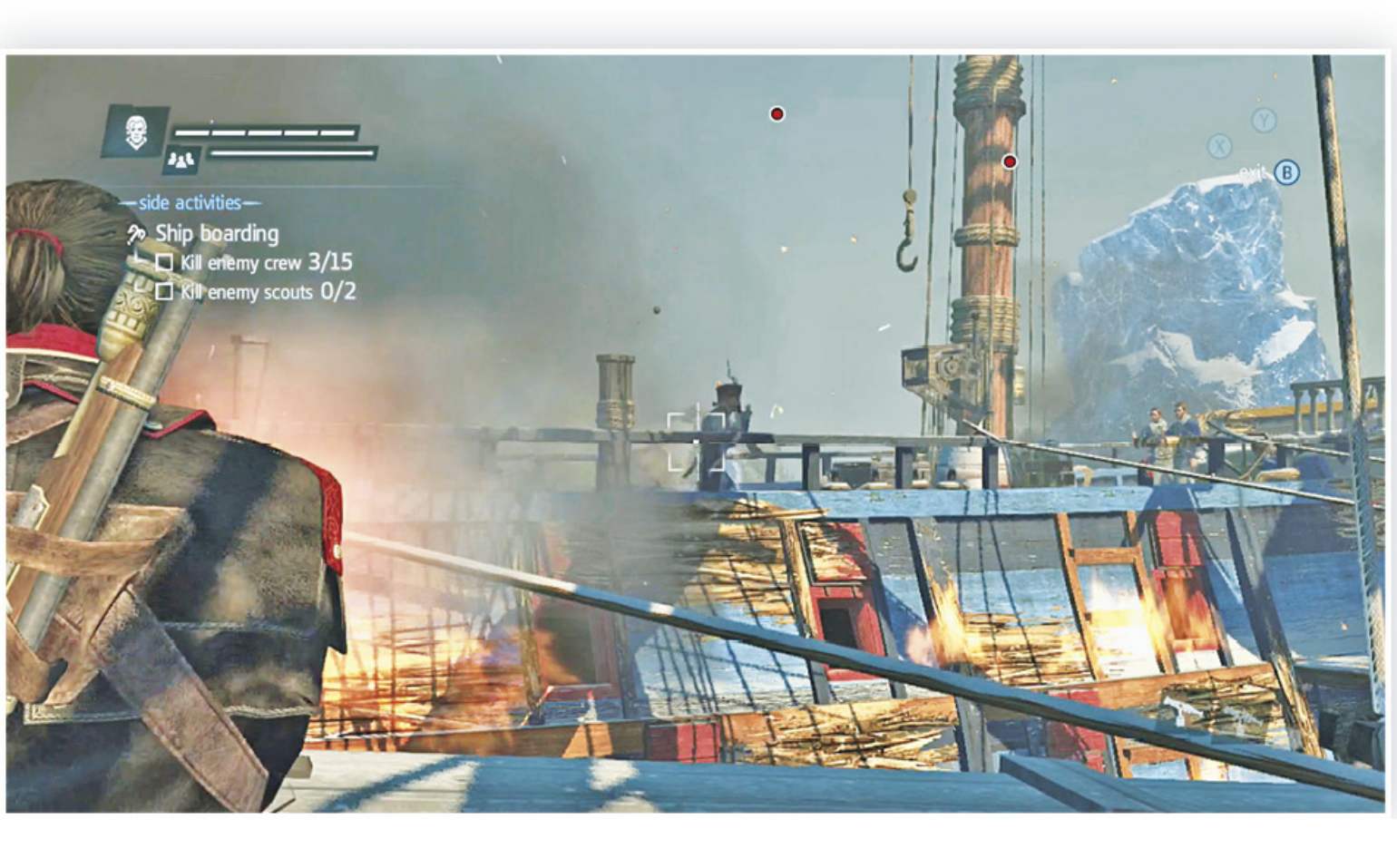
Northwest of Glace Bay

Watch the map for these random events to pop up. Abandoned ships can be looted for goods, but you only have a few minutes to get everything you need out of them (because the ships are already damaged and going down). Hurry to get aboard them and scan your minimap for any lootable items. Get these and get off the ship as quickly as you can.

NAVAL CLASHES

LOCATION: In the North Atlantic

REWARD: Plenty of salvage (if you board ships), money, and crew



NAVAL CLASH LOCATIONS

Southeast of Halifax

North of Perce

East of Glace Bay

West of Pearl Island

West of Gros Morne

North of Lewis Porte

Small fleet battles occur in the North Atlantic. If you run into one, join in and help the defenders to destroy the other vessels. All of the participants are heavy hitters, so don't take these encounters lightly. Boarding gets you a massive bonus to salvage, but you might consider repairs instead (because you're going to need more health to survive the extended fleet attack). Of course, you can always keep the last ship that you board or just sink some of the vessels to keep the battle's momentum in your favor.

While in the Boarding Victory screen, look at the health of the Morrigan to help make your decision. If you're worried about survival, err on the side of repairs.

CONVOYS AND ROYAL CONVOYS

LOCATION: North Atlantic, open water

REWARD: Large amounts of money

rear view (hold)
brace (hold)
speed up
£ 535929

COMMON CONVOY AREAS

South of Anticosti

Southeast of Sept-Îles

Northeast of Grande-Entrée

South of Port aux Basques

South of Fort St. Louis

South of St. John's

ROYAL CONVOY AREAS

South of Fort Baie-Rouge

North of HMS Miranda

North of Sapphire

Northwest of Lewisporte

South of Sapphire

Defeat a small convoy of ships that are escorting a treasure transport back to Europe. For a short fight, you get a huge amount of money and fairly good salvage as well!

When you're looking for fights, there are important things to consider ahead of time. Make sure that you have a full supply of heavy shot and mortar ammunition. Repair your ship beforehand. And buy any new upgrades that are available and affordable.

When you engage a convoy, attack smaller ships in the convoy first. Board them and repair the Morrigan to keep the ship at full strength throughout the early encounter as you pare down the number of enemy ships. When the biggest vessel is all that remains, go in for the kill. Cripple it, board the ship, and take what you've earned.

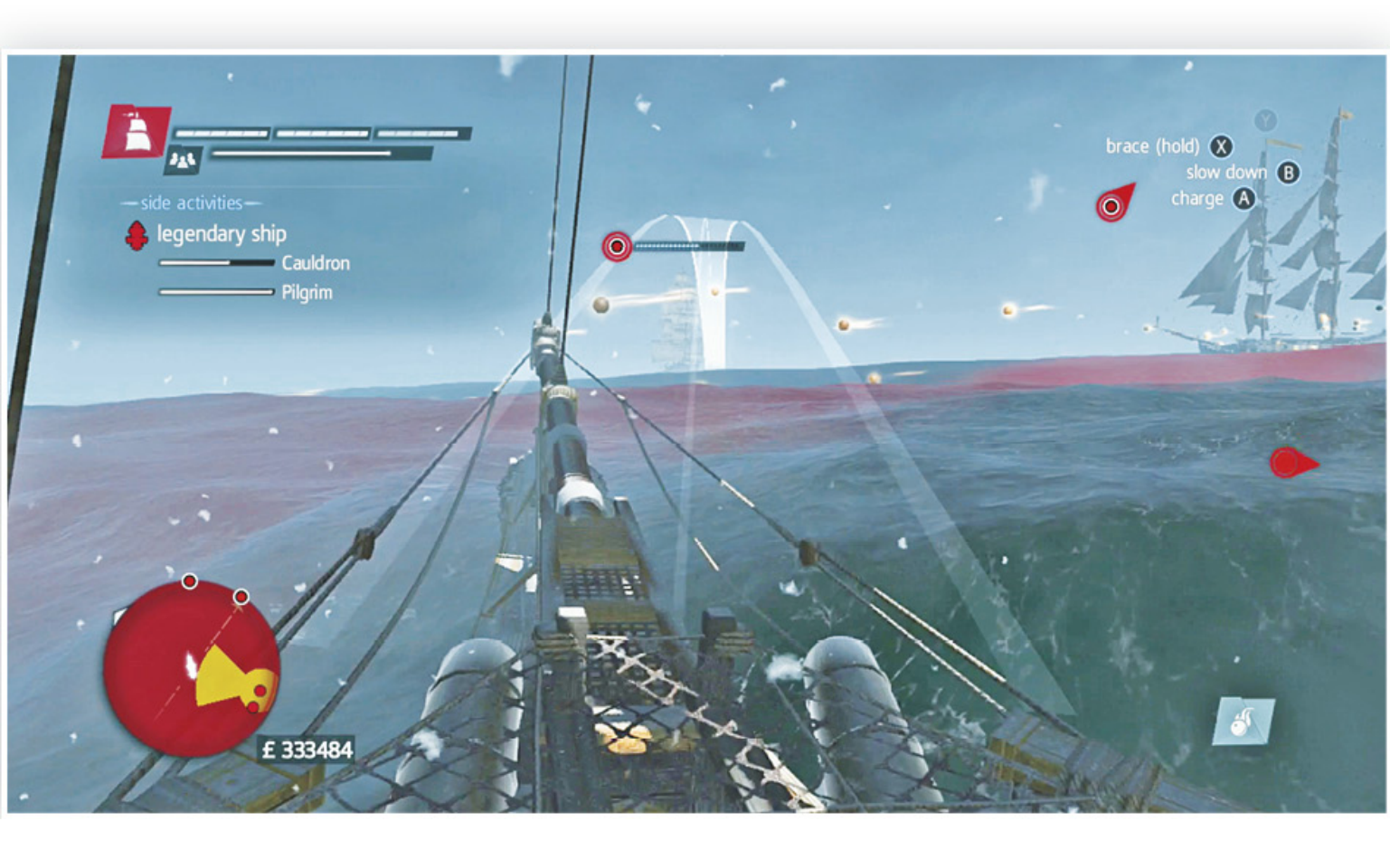
Expect a decent Wanted level as a result of your activities, and be ready to either flee or continue fighting as privateers sail into the area.

The best event of this type is the Royal Convoy. These events have incredible piles of money attached to them, if you survive the conflict. Look for this convoy's shaded icon and go in with your best weapons blazing. Spend all of your ammo to bring down the escorts quickly. You earn enough money to more than pay for your repairs and supplies, so spare no expense.

LEGENDARY BATTLES

LOCATION: Corners of the North Atlantic

REWARD: Money



There are four Legendary Battles that you can choose to fight in the Morrigan. All of these are quite difficult and require you to have most or even all of the Morrigan's possible upgrades. Improved armour, cannon counts, shot damage, and ammo capacity are all important for your success.

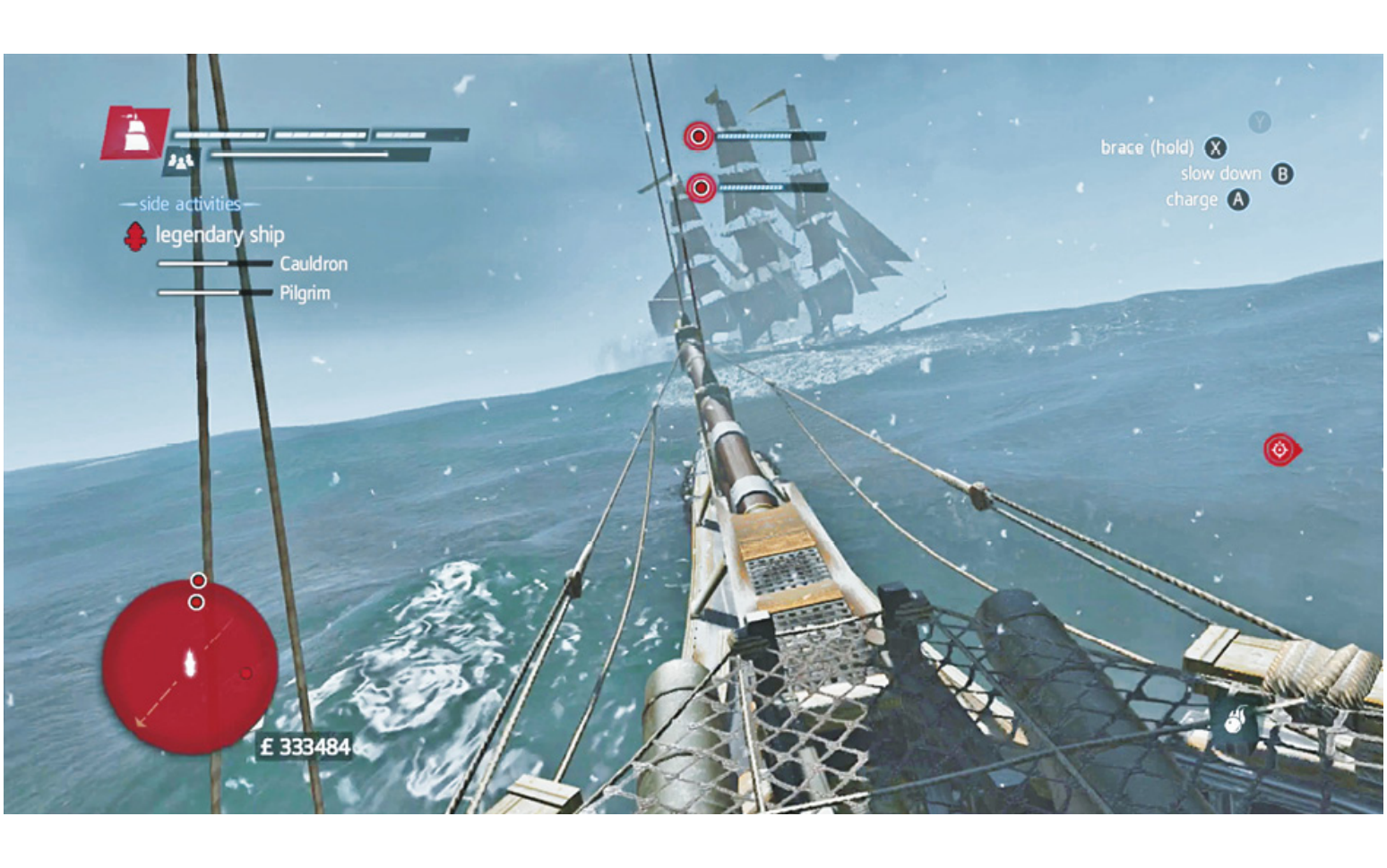
PIRATES OF A LOST AGE

Pirates of a Lost Age
North Atlantic

This battle is triggered when you sail to the northwestern side of the North Atlantic. It features a fleet battle between you, several allies, a pathetic enemy fleet, and two awesome legendary ships: the Cauldron and the Pilgrim.

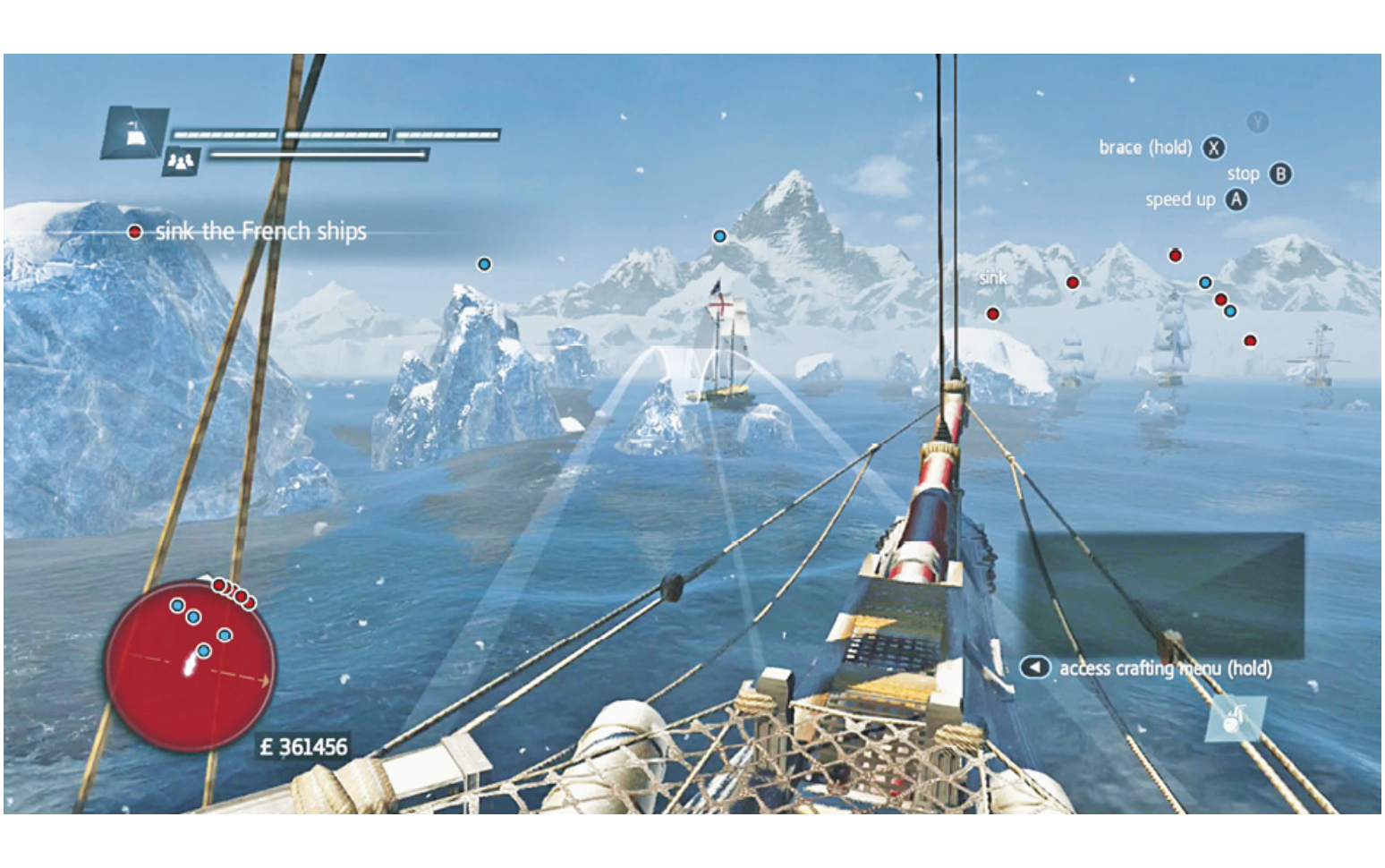
Common sense dictates that you destroy one of the legendary ships as quickly as possible, but that's not the easiest way to win this fight. These sister vessels are paired together, and the loss of one will drive the captain of the other ship to greater heights.

Destroy the peripheral ships in the enemy fleet to keep the sea clear and to take their damage output out of the fight early. This is a long battle, and taking pot shots from lesser vessels will eventually add up. When they're gone, start to focus on the legendaries.



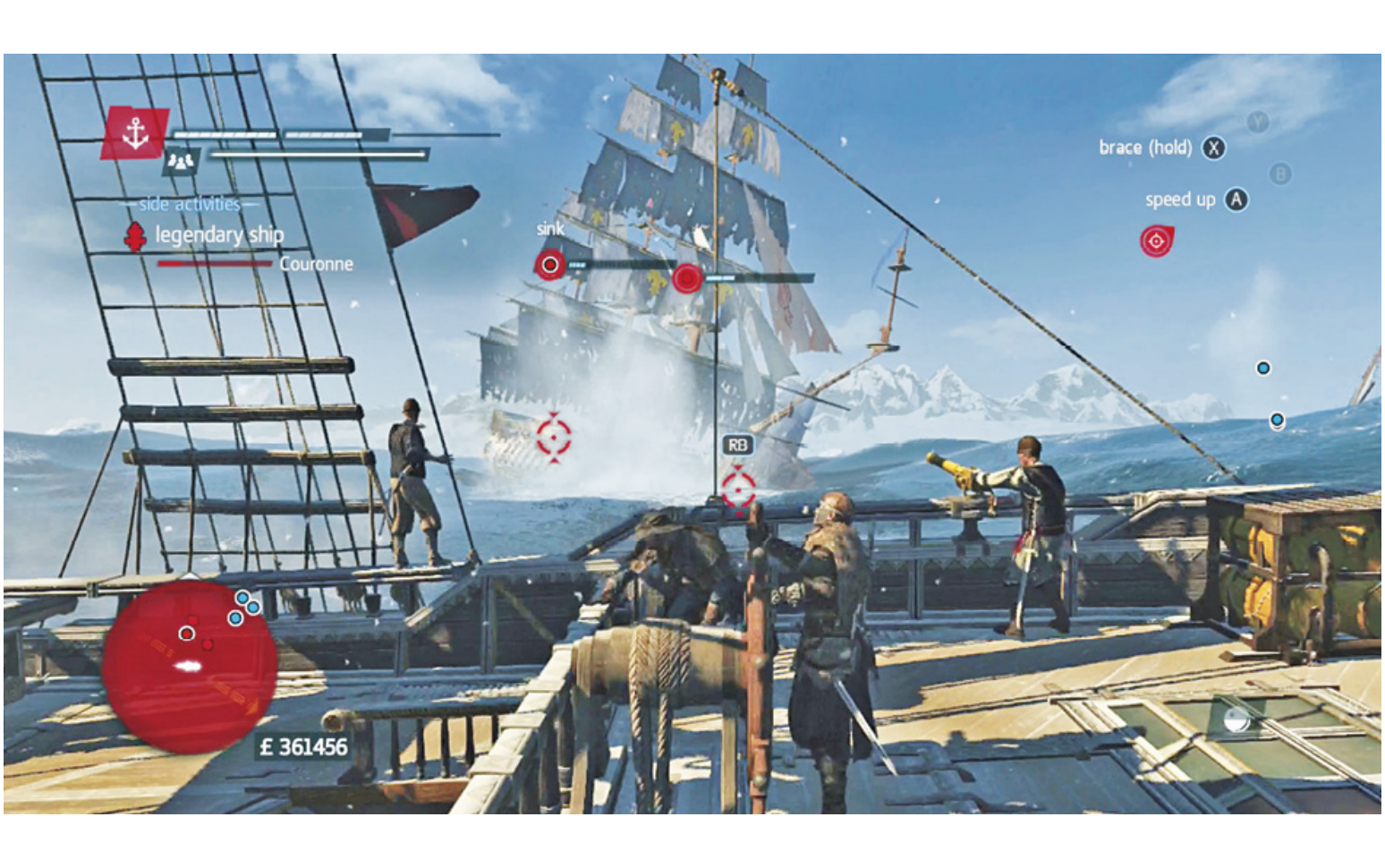
Play this carefully and bring both ships down to almost no health, and then finish off each one. This gives less time for the sister ship to come after you. Your mortar does much of the heavy lifting; use every shot so that you can stack free damage against both legendary ships. Master your firing rotation so that you're not losing any opportunities for broadside cannon and mortar attacks. If either one of these weapon systems isn't reloading, you should be firing it as soon as possible!

THE BATTLE OF LABRADOR



Stay calm and use only basic attacks to destroy the French ships at the beginning of this battle. Things are easy at first, and that's a warning that it's going to get worse. Save your heavy shot and mortar attacks until the second wave of the battle, when the Couronne and its escorts arrive.

Now you can unleash every mortar attack you have. Try to strike this fleet while it's still grouped closely together. You might get damage against multiple foes with each mortar shot, and that's a nice perk.

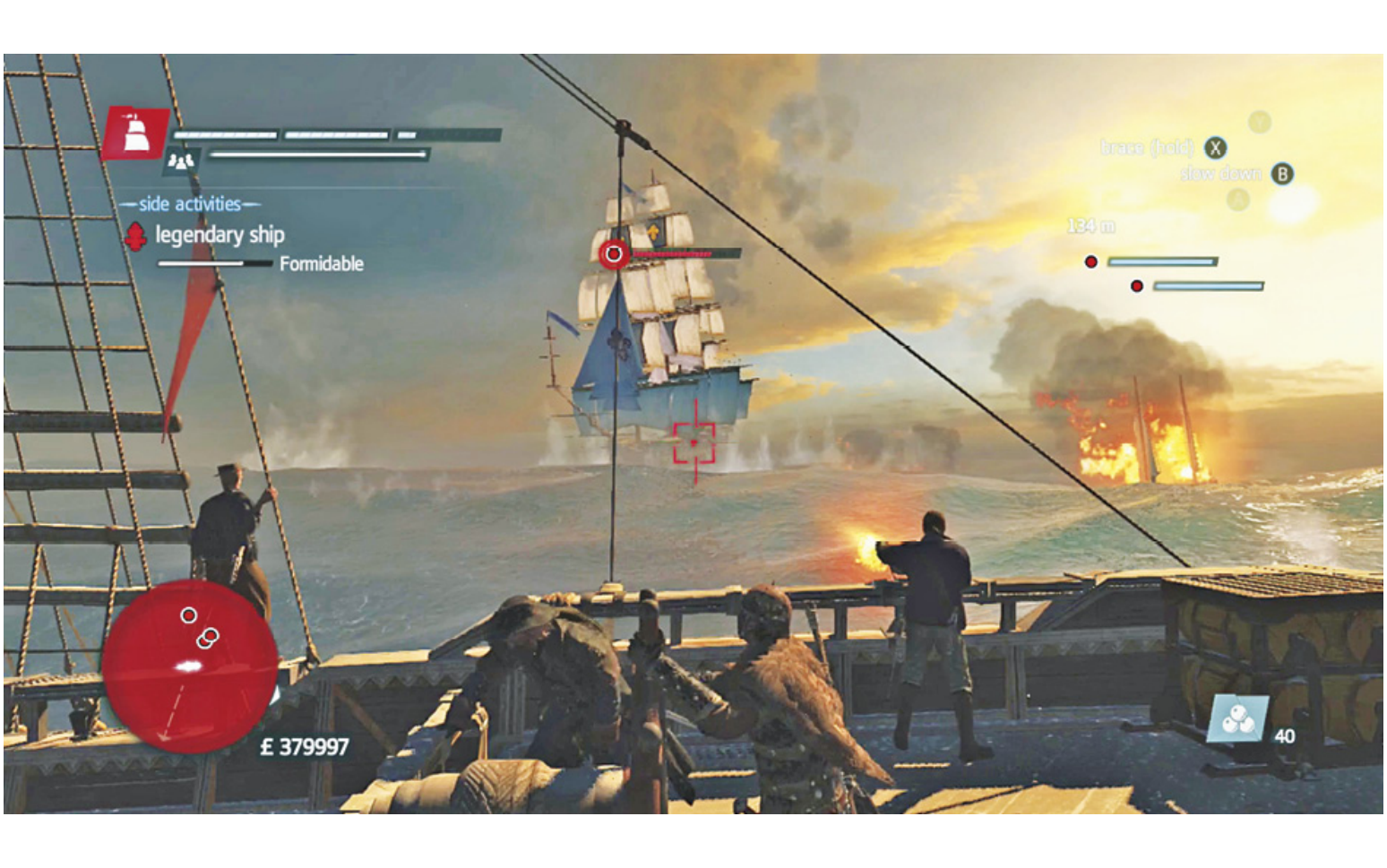


Once you've laid the enemy fleet low, put everything into your battle against the Couronne. This is probably the easiest of the four Legendary Battles, because the Couronne doesn't have many big advantages. Fire toward the back of the ship when you can, use heavy shot if you get within spitting distance of the ship, and expend your mortar shots as soon as possible. As long as you have some decent upgrades for the Morrigan, this should be quite doable.

THE BATTLE OF QUIBERON BAY

Things start to heat up with this battle. You're going to face another tough legendary ship, but this one has a better supporting fleet. The small fireships obscure your vision and deal damage to the Morrigan if you let them. Use your cannons and Puckle gun to kill off the smaller vessels when they approach; your minimap will help you keep an eye on their movements so that you never get surprised.

In between, use your mortar to deal the main damage against the appropriately named Formidable. Luckily it doesn't have as much armour as some of the other legendary ships. Watch out for its guns, however. Don't go broadside and fight toe-to-toe against it. Range, speed, and your mortar are the advantages to press. Direct firepower works against you!



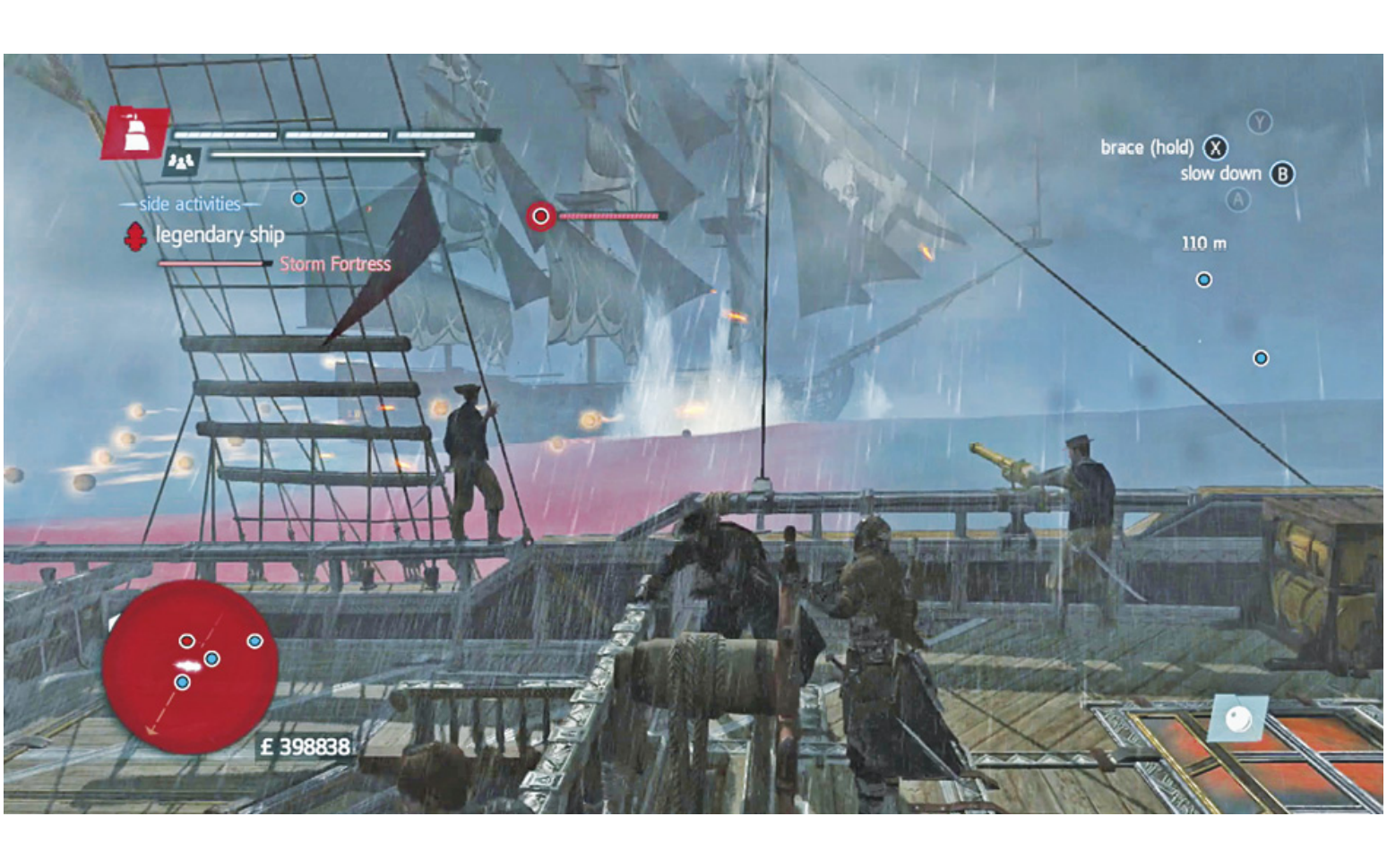
As long as you keep the fireships at bay and use all of your resources, you should be victorious!

THE STORM FORTRESS

Save this battle for last; it's easily the toughest of the lot. There are three legendary ships to defeat, and even the first by itself is enough to waste any ship that isn't well upgraded and properly captained.

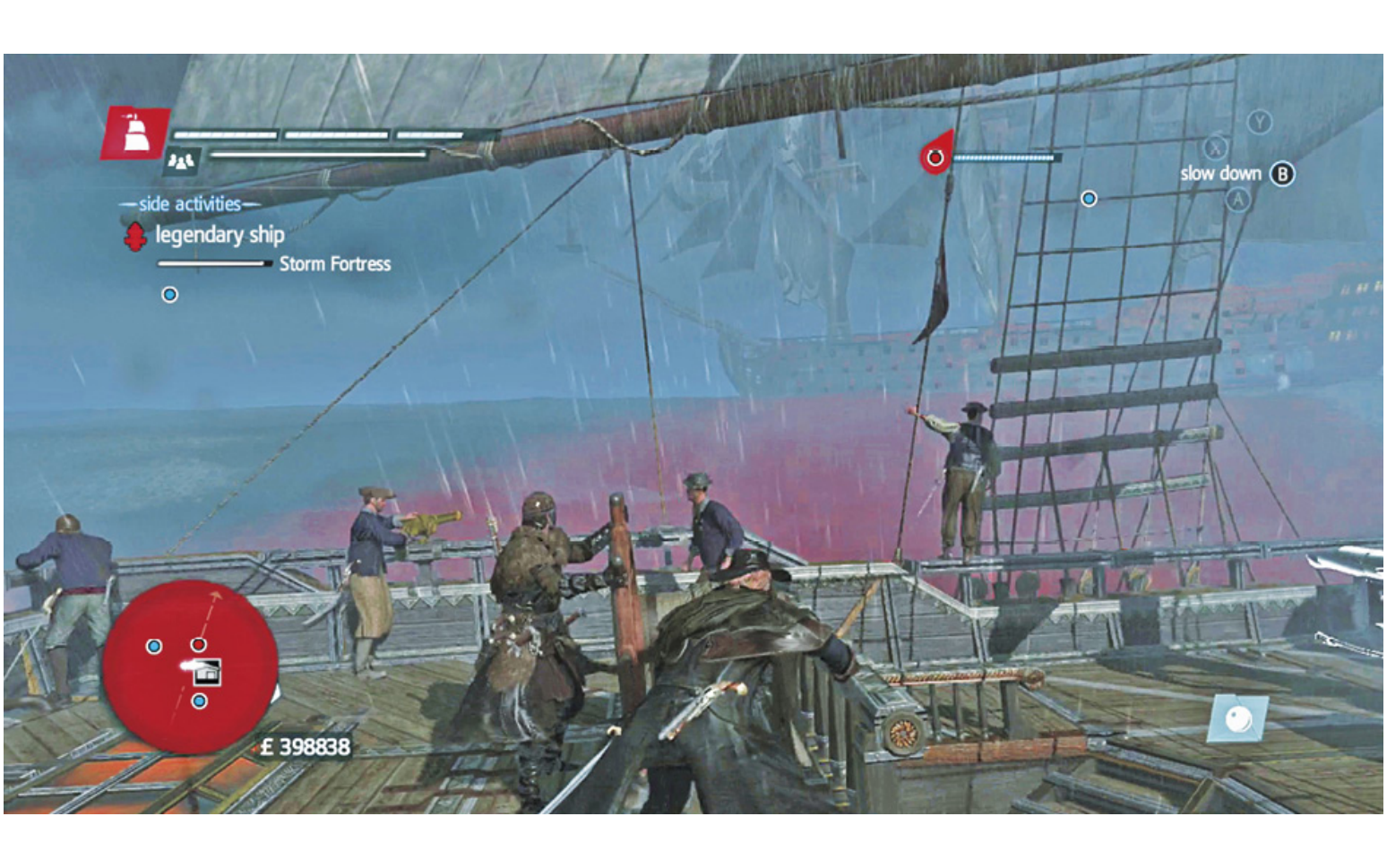
This isn't a war by the numbers. The Storm Fortress is a better ship than the Morrigan. Period. It has more guns, more armour, a good mortar with a skilled crew to man it, and two allied ships that appear when the battle starts to turn. You, on the other hand, have a few allies that aren't going to last much beyond the first minute of the engagement.

The Storm Fortress has so much side armour that it's never worth going broadside against it. Ever. You take stun damage and deal almost nothing in return. Position yourself at the back of the enemy ship, and stay mobile. It's more important to avoid damage than to deal it out.



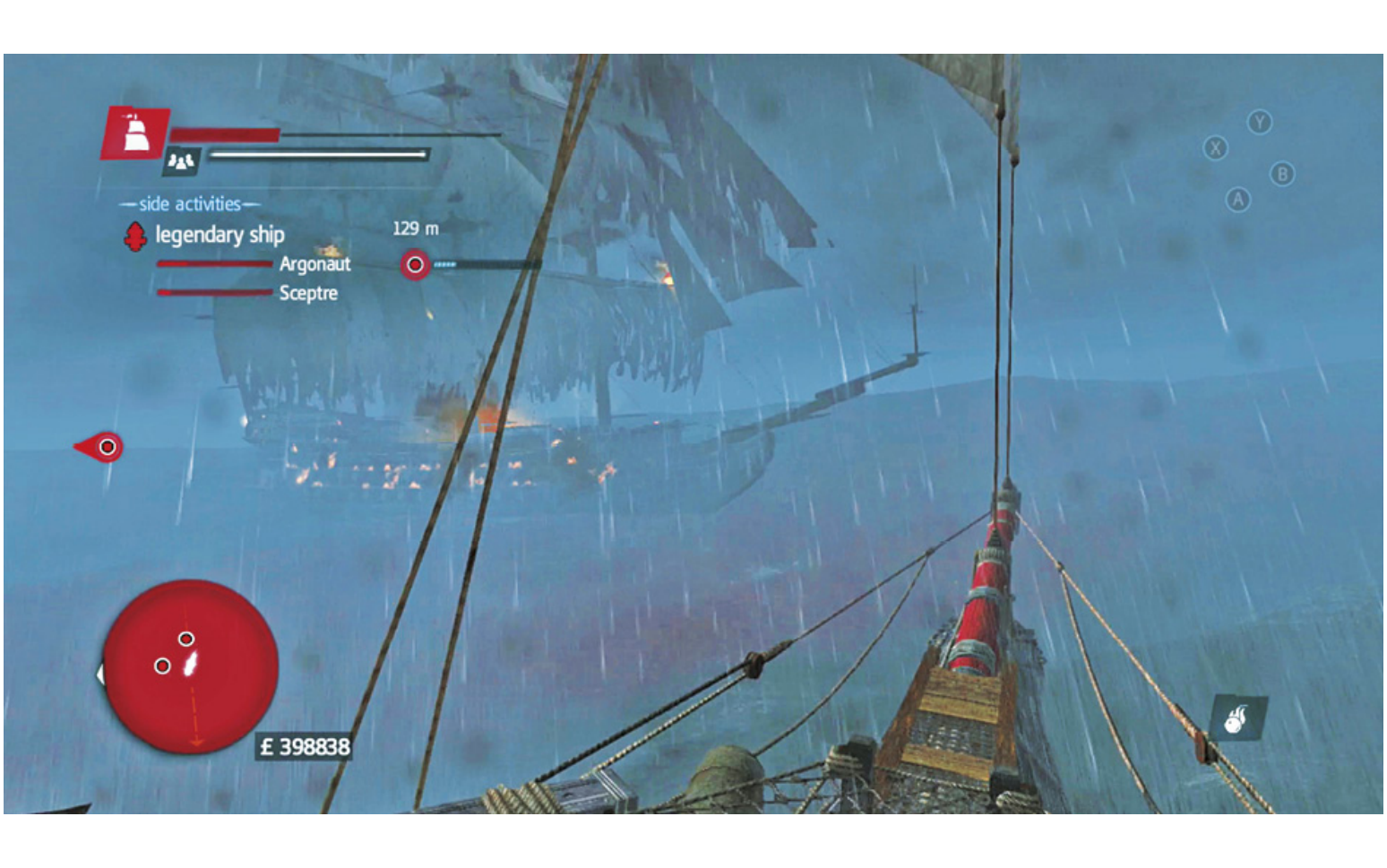
There are three major hurdles in this fight. The first is the Storm Fortress's mortar. It leaves flaming wake in the water and does agonizing direct damage if the Morrigan takes a hit. Don't even wait for the circles on the water to appear; to avoid these attacks, watch the Storm Fortress constantly. When the mortar shots go up, immediately stop your ship to increase maneuverability, turn hard toward the Storm Fortress, and bypass the mortar blast area.

The second threat is the ship's guns, which you're about to sail into. As soon as you're safe from the mortar damage, turn hard away from the Storm Fortress and use ramming speed to escape the other ship's guns before they get a solid firing angle on the Morrigan. This is a reliable maneuver, but it's challenging and takes practice.

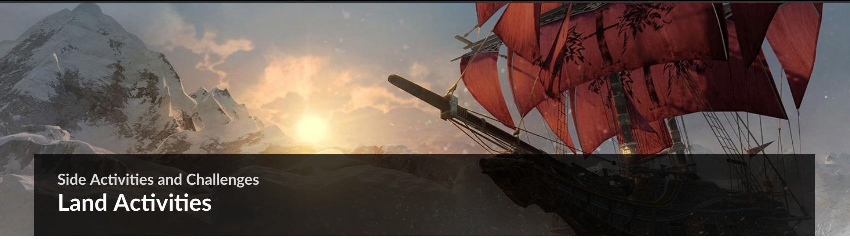


Once you're outside of the Storm Fortress's firing arc, you get to land fast damage against the rear of the ship. Use everything you have, including heavy shot if you get too close; be ready to give up that favorable angle as soon as the Storm Fortress starts to pull around for a heavy attack. It's never worth overstaying against this ship. Take a few volleys and be ready to duck out of range and start the process over.

The third danger comes when the Storm Fortress reaches low health. The Argonaut and the Sceptre come to join the fray. They're weak ships in comparison to the Storm Fortress, but you're going to be almost out of heavy shot and mortar ammo by then. You'll have to finish off the Storm Fortress and then destroy the newcomers with the dregs of your battle capabilities.



Stay at range (both ships are fairly weak about responding to ranged attacks). Use your carronades more and avoid broadside attacks as much as possible. Your ship's armour should be pretty low now unless you're the king/queen of the sea, so prioritize safety and settle in for a slow, cheap fight where you use every advantage against your enemies. Hurry away from them, turn, use the carronades for easy damage, and stay mobile.



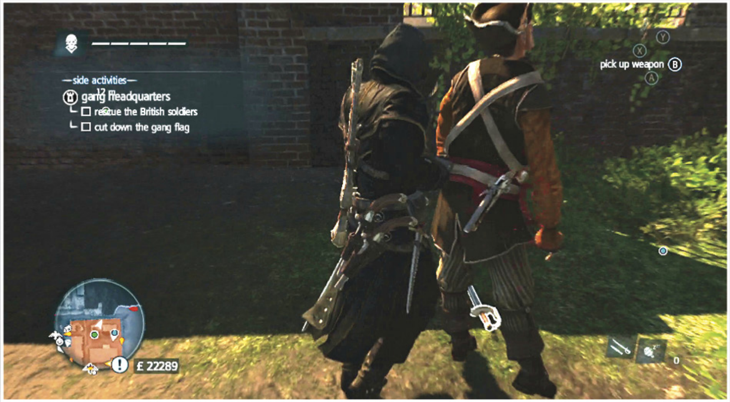
Side Activities and Challenges

Land Activities

GANG HEADQUARTERS

LOCATION: Inside towns and cities

REWARD: Income over time



Take out the gang captains and their flags to stop criminal activity in larger areas. You have to beat fairly hard fights to make that happen, and the leaders are tough cookies. Many of them have to be hunted, like stalkers, so listen for the whispers and use Eagle Vision to find your target.

Gang HQs become Fast Travel locations when you beat them, and they'll have Bank Access, Fleet Mission maps, and collectibles there as well. You also improve your income by getting these important economic areas under your control. These missions are well worth your time.

To aid in beating them, bring a large supply of grenades. Berserk Grenades turn the defenders against each other. Though their leaders are immune to this poison, it makes your life easier to remove reinforcements. This is doubly helpful if the affected guards attack their own leader, making it easy for you to sneak up and launch an air assassination against them!

NEW YORK

LOWER MANHATTAN—WEST PORT GANG HEADQUARTERS

REGION	NEW YORK
Location	Lower Manhattan
HQ Coordinates	378, -546
Difficulty	Medium
Reward	Increased Income

Objectives:

- Kill the British traitor.
- Locate and kill the gang leader.
- Cut down the gang flag.

Bonus Objective:

- Stay out of open combat.

The headquarters in the west port has a more concentrated population of gang members than any of the other gang headquarters, requiring precision strikes when you're on the move. However, if you are approaching the HQ from the inland, you will at least be able to use the taller buildings to your advantage.

Start by using one of the connecting lines that leads you straight to a haystack on top of the north building. If you time it right, you'll be able to slip into the haystack undetected and get an easy kill on one of the rooftop soldiers. If you look across to the other building you will see a rifleman patrolling the tallest of the buildings within this gang headquarters. Before you go after this rifleman, listen to your surroundings. A nearby assassin may be ready to strike you down. Use Eagle Vision to find the assassin, then move fast to take out both enemies with one fell swoop.

If you've taken out these three major enemies, you now have complete control of the upper level. This gang headquarters has a special variant on the usual "optional objective": there is an added objective to kill the British traitor hiding out in the enemy HQ. He shows up on your HUD almost immediately, but before you go after him it is a good idea to locate the gang leader. This way, you know where he is and it will be a little easier to get to him if you happen to alert the gang while you're going to kill the British traitor.

From the rooftop, you might locate the gang leader below you in one of the alleys. If you can air assassinate him, that's your best bet. The gang flag will be close by, near the center of the headquarters. Cut it down and head around the back side of the ship that is docked in the port. If you climb on the side of the ship, you should be able to see the British traitor walking in a small pattern on the ship's deck. He is accompanied by two soldiers, however they do not follow him, so you can charge him from his blind side as he walks away and then disappear before anyone sees a thing. Be sure to climb up to the top of the ship to pick up a Prosperity Fragment located in this area. Enjoy your income increase and new, fast travel location as you continue your adventure.

KING'S FARM—WEST COUNTRYSIDE GANG HEADQUARTERS

REGION	NEW YORK
Location	King's Farm
HQ Coordinates	376, -315
Difficulty	Medium
Reward	Increased Income

Objectives:

- Locate and kill the gang leader.
- Cut down the gang flag.
- Locate and kill the gang scouts (3).

Bonus Objective:

- Stay out of open combat.

King's farm is quite literally a farm, so there aren't many buildings to travel to or be concealed by. The good thing about the West Countryside Gang Headquarters is that the restricted area is within the walls of the compound. This is one activity you should take your time on because staying undetected will come with major benefits. Because walls surround this compound, you have an almost unlimited number of ways to enter the gang headquarters. Try not to enter through one of the entrances; instead, use your climbing skills to get the jump on one of your main objectives.

You must assassinate four people to claim this headquarters for your allies: three of them are apparent as soon as you enter the premises. Use bushes and walls to conceal your approach to each objective. There are plenty of hiding spots all around the inside of this gang HQ, but also there are many enemies and hidden assassins. Use Eagle Vision to pinpoint as many enemies as you can; it will be easier to keep track of them visually. And be sure to listen for whispers as you approach a hidden assassin who's ready to take you down. You may choose to use one of the farmhouses as a vantage point, but there won't be much you can do from there. Unfortunately, the three scouts are spread out around the area, but they roam about and will, at some point, wander into a corner that leaves them unprotected. Two are on the ground level and one is patrolling around the elevated flag—leave him for last. The first two can be taken out by sneaking around the edges of the gang headquarters. You might want to take out a few soldiers that are in your way, but these scouts are your main focus because they can call out your position before anyone else.

Be on the lookout for the gang leader; he can show up anywhere within this area, but most likely he is near the ground-level scouts. If you haven't run across the gang leader after killing the first two scouts, try looking for him now because it's not a good idea to charge the third scout while the gang leader is still looking for you. Once you've found the leader and killed him, you have several options for how to approach the final target. If you are comfortable with your air rifle, try putting him to sleep so that you can sneak up on him for an easy assassination. If you think you have his patrol pattern down, see if you can keep in his blind spot and back-stab him after you've climbed to his position. Finally, if you're feeling a little chaotic, a couple of pistol shots on the enemy or a shrapnel grenade can put him down for good while you cut down the enemy flag and claiming this gang headquarters for yourself and your allies.

Enjoy your new farm and collect on some higher income, you've just captured the West Countryside Gang Headquarters.

STUYVESANT'S FARM—BREWERY GANG HEADQUARTERS

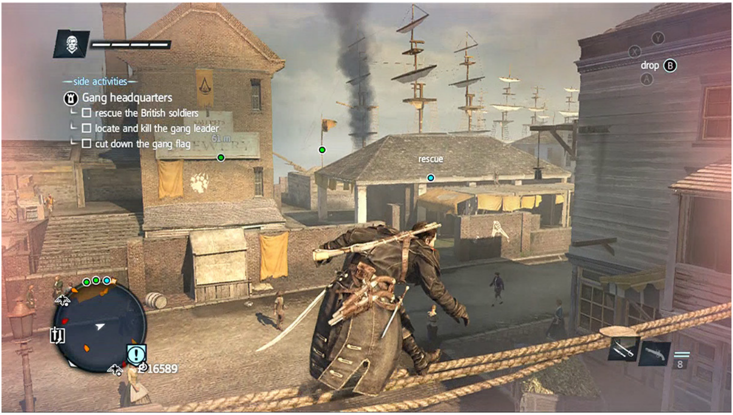
REGION	NEW YORK
Location	Stuyvesant's Farm
HQ Coordinates	620, -455
Difficulty	Hard
Reward	Increased Income

Objectives:

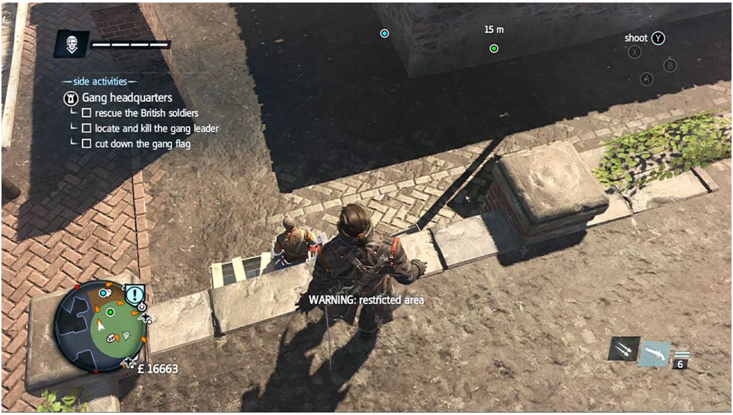
- Rescue the British soldiers.
- Locate and kill the gang leader.
- Cut down the gang flag.

Bonus Objective:

- Stay out of open combat.

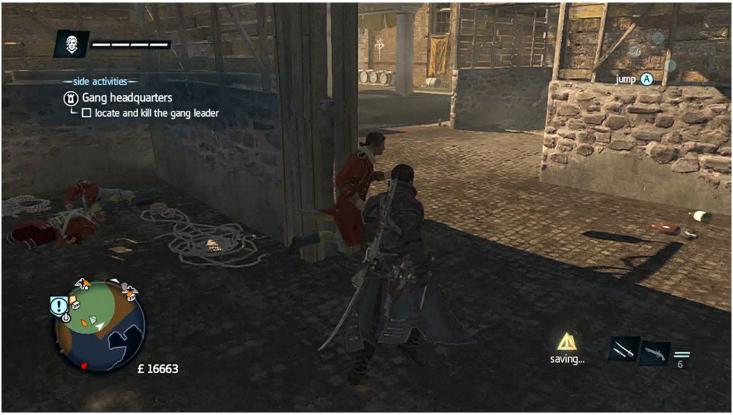


Stuyvesant’s Farm can be a little tricky if you are going for the bonus objective: there are many open corners, guards covering every pathway, and the gang leader likes to hang out right in the HQ center. There is only a small area in which you can stay hidden from him. Try starting this headquarters takedown seaside and hit the enemy from their blind side.



One of the main objectives for this gang headquarters is rescuing the British soldiers. They are in the stables under the watch of a single guard. First you have to get there while keeping out of sight. Try entering these headquarters by climbing on the wall near the eastern entrance. A guard is at this entrance, but he happens to be a lazy guard who’s taking a break and sitting on top of some boxes. From the wall, you can assassinate the guard from the air, but before you kill him, take a look around and try to spot the two guards that patrol directly in front of this guard and ninety degrees west. These two patrolling guards will see you kill the one by the entrance if they are walking toward you, however they do have a long walk back the other way, so wait until they begin this walk and kill the guard. Quickly now; rush the guard directly in front walking away because as soon as he turns around, you will be trapped.

At this point, a patrol may or may not notice the body you dropped just moments ago. If the body is noticed, don't worry. This is a good thing because they will run to the body to check it out, leaving the stable wide open for you to run in and rescue the prisoners. Also, don't worry about them; they can take care of themselves from here. The fallen guard won't distract the others for very long, so once you're done in the stable, be ready to turn around and hide because another guard may come looking for you. As long as you're hidden behind the wall, you can kill him and hide his body.



Now, you must locate and kill the gang leader. As mentioned before, he will be patrolling the center of this headquarters, so peering from the stable may give you a direct line to him as he walks by you, don't forget to use Eagle Vision to locate and tag him because he may spot you, and like most gang leaders, he is a coward and will attack you and run. It's best to try to lure him and assassinate him, leaving no fuss to foil your plan. Once he's down, make sure there aren't any guards around, then climb up and cut that flag down. The headquarters is now under the control of the Templars, and you benefit from this by getting a new fast travel location and an instant raise in your income.

WATERFRONT—EAST PORT GANG HEADQUARTERS

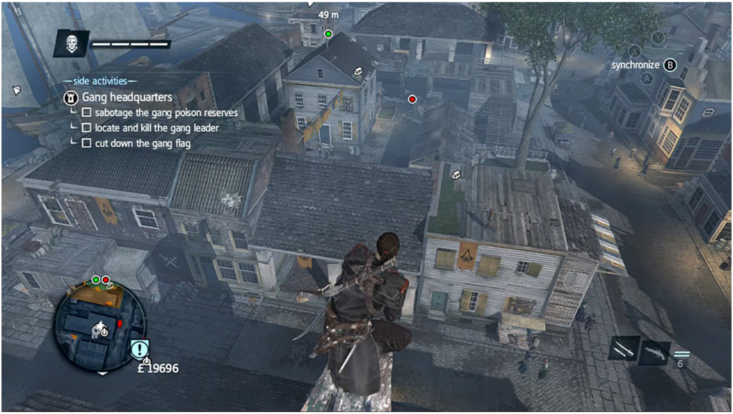
REGION	NEW YORK
Location	Waterfront
HQ Coordinates	563, -651
Difficulty	Hard
Reward	Increased Income

Objectives:

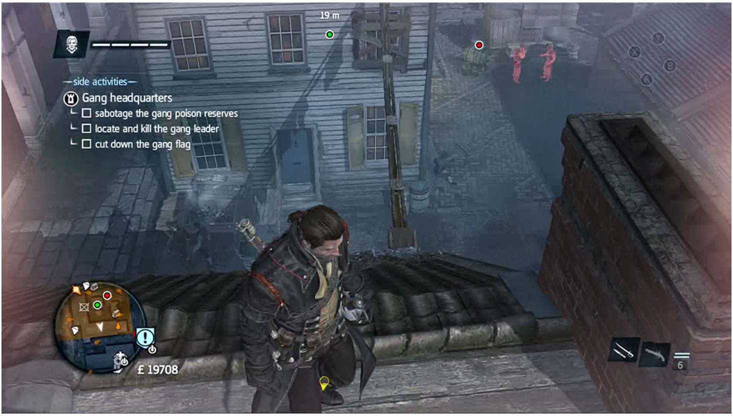
- Sabotage the gang’s poison reserves.
- Locate and kill the gang leader.
- Cut down the gang flag.

Bonus Objective:

- Stay out of open combat.



Waterfront is a large and complicated gang headquarters to take. There are several scouts on the rooftops and plenty of patrolling guards that will spot you if you are not careful. The safest way to take this headquarters will take the longest, but if you want the bonus objective of staying out of combat, it will be well worth it. The East Port Gang Headquarters is almost completely surrounded by tall buildings. Of course there are entry ways, but they are bottlenecks that you don’t want to get caught in. It is advantageous for you to climb one of these taller buildings, and if you choose one that is close to a scout, you can take him out provided you time it correctly. Use sleep darts to cover your approach as you run all the way around the headquarters, taking out as many scouts as you see. This makes the ground work much easier.


19 m
side activities
Gang headquarters
☐ sabotage the gang poison reserves
☐ locate and kill the gang leader
☐ cut down the gang flag
£ 19708
6

One of the main objectives is to sabotage the gang's poison reserve. It may be enticing to tackle this right away, but two stationary guards are watching the reserve, and unless you lure them away, it will be difficult to stay hidden. The next thing you should do before jumping down to the ground level is search for and locate the gang leader; knowing that he's not searching for you anymore will make sabotaging the poison reserves much less stressful. The gang leader patrols all over the inside of the headquarters, so taking out the rifleman scouts will prove useful. You can use the rooftops to run around the complex in search of him, using Eagle Vision. Find him and kill him.

You should now be on the ground floor. There are a number of hay wagons and corners you can use to hide in or behind. Use as many as you can, but move quick and keep your head on a swivel because an enemy will more than likely be waiting for you around every turn. A number of assassins are in the area, so constantly switching in and out of Eagle Vision will keep you safe and out of combat. Once you make it close enough to the gangs poison reserve, you have to lure the guards away from it. There are two guards; do what you can to lure one at a time because if they both come looking for you, it may provoke combat if you take one out while the other is present. After you've taken out both guards, or at least lured them with a bait and switch, you can sabotage the reserves. Do this and climb up the flag building to cut down and claim the Waterfront for the Templars.

EAST VILLAGE—EAST COUNTRYSIDE GANG HEADQUARTERS

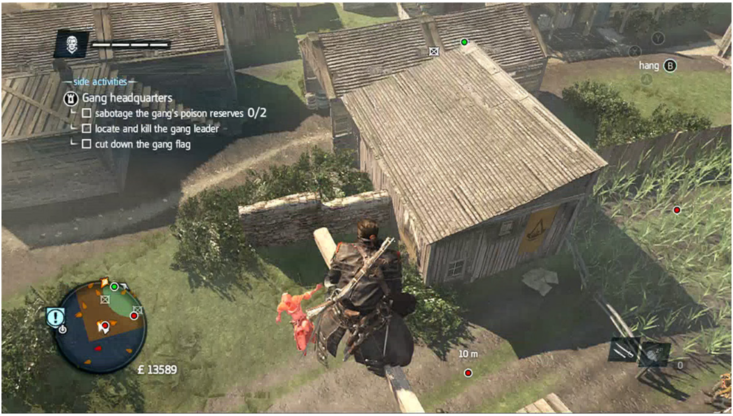
REGION	NEW YORK
Location	East Village
HQ Coordinates	559, -293
Difficulty	Hard
Reward	Increased Income

Objectives:

- Sabotage the gang's poison reserves x2.
- Locate and kill the gang leader.
- Cut down the gang flag.

Bonus Objective:

- Stay out of open combat.


side activities
Gang headquarters
☐ sabotage the gang's poison reserves 0/2
☐ locate and kill the gang leader
☐ cut down the gang flag
hang B
10 m
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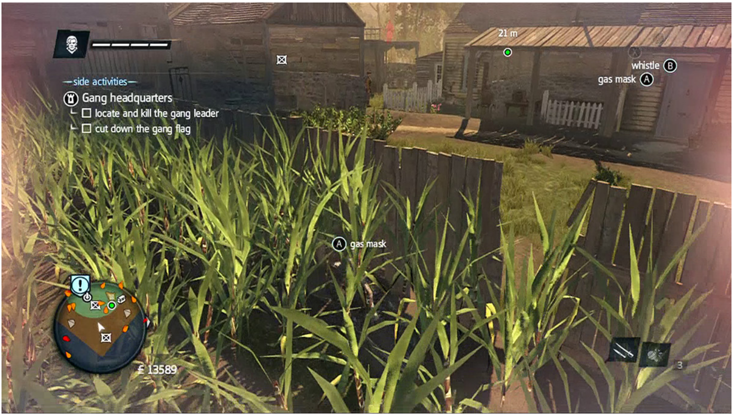
East Village may be one of the most difficult gang headquarters to take simply because it happens to be a small location highly populated with the enemy gang. There are plenty of brush tufts and fields for you to hide in, so be prepared to use them if you need to get out of sight quickly, especially after sabotaging one of the enemy's poison reserves. Since East Village is so small, it is a good idea to enter the headquarters by climbing one of the taller buildings. This allows you to get a good view of the entire area and plan your attack accordingly.

There are two objectives, much like the Waterfront, that have to be met on top of killing the leader and cutting down their flag. It will serve you best to do these first because it will also decrease the enemy population a little. Climb on top of the tallest building above one of the poison reserves; you may notice an assassin awaiting your arrival. She won't see you if you climb the back side because she is watching the inner section of the headquarters, so sneak up behind her and kill her before she gets you. From here, you can take her position hovering above several enemy soldiers and if you time it right, you may be able to assassinate two of the soldiers that patrol the side near the field. Quickly recover and, if the coast is clear, sabotage the poison reserve and get clear of the area.

If you made it away from the reserve without being seen, sabotaging the second reserve shouldn't be a problem. By killing the guards that traveled a little farther than they should have, you can clear this area as well. Sabotage the second poison reserve and keep out of side within the field.



This field is adjacent to a small courtyard. This is where the gang leader likes to hang out. Make your way to the center building and use Eagle Vision to search for the leader. From here you should be able to get the drop on him, but be diligent and don't stay up there too long because a rifleman guard is perched on top of the opposite roof. Get up, locate the gang leader, and kill him. Lingering too long will get you caught, so if you cannot find him right away, you might want to sneak around the backs of the buildings to get rid of the guard, then take your time and search for the leader again.

Once you have killed the leader, you will be safe to climb up and cut down the enemy's gang flag. Do this and claim the headquarters for yourself, creating a new fast travel location and a growth in your income.

NORTH ATLANTIC

HALIFAX—HALIFAX GANG HEADQUARTERS

REGION	NORTH ATLANTIC
Location	Halifax
HQ Coordinates	319, -832
Difficulty	Easy
Reward	Increased Income

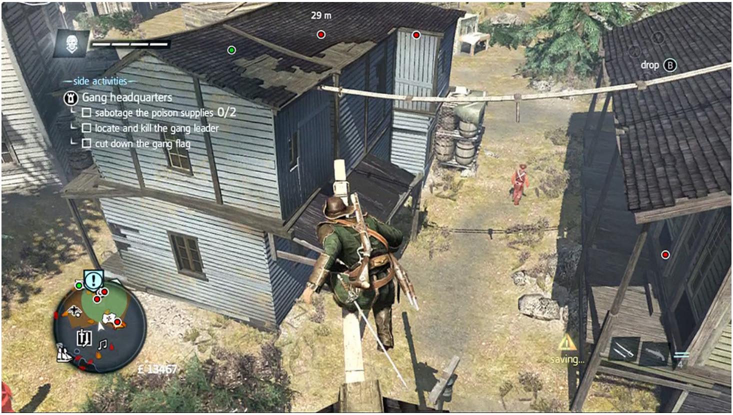
Objectives:

- Sabotage the poison supplies x2.

- Locate and kill the gang leader.
- Cut down the gang flag.

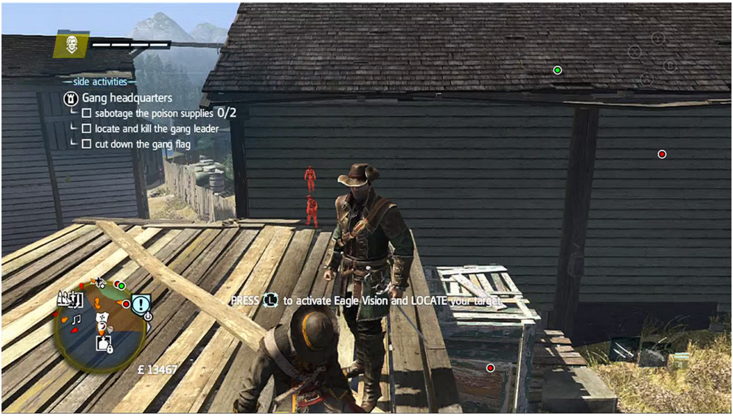
Bonus Objective:

- Stay out of open combat.



Taking the Halifax Gang Headquarters should be quick and painless, especially if you have done some of the others first. This HQ is full of tall buildings, leaving you lots of room to run around and scope out all of your targets before taking action. There are a couple of poison supplies you will have to sabotage and, of course, you must locate and kill the gang leader. Fortunately, your objectives are all located relatively close together.

Start by climbing on top of the tall building near the weapons shop. This building allows you to do some reconnaissance without even entering the restricted area. Use Eagle Vision to tag as many enemies as you can. If you look toward the center near the two poison supplies you might be able to spot the gang leader. If you can't spot him, don't worry: He will show up sooner or later. From the tall building you can enter the restricted zone with a short building-to-building jump. Listen for the whispers because even though this may be one of the easier HQs to take, it is important not to take it too lightly. An assassin can do enough damage to make you fail very quickly.



Gang headquarters
☐ sabotage the poison supplies 0/2
☐ locate and kill the gang leader
☐ cut down the gang flag

PRESS Ⓛ to activate Eagle Vision and LOCATE your target

From the building you just jumped onto, you can see a scout to your right who's looking the opposite way. Take care of him and assassinate the guards below. With one swift action you can kill all the targets quickly and cleanly. This also leads you to your first poison supply. Sabotage the supply and head right back up the building you came from. Now is the time to make your move on the gang leader because he will spot you if you go for the second supply first. Locate and kill him, then stay hidden in the brush along the back side of the headquarters.

Keeping to the brush, sneak around to the other side of the poison supply and ambush any guards protecting the supply. Kill them and sabotage the final supply. Now sneak up to the gang flag and cut it down to earn your rewards and own the gang HQs of the North Atlantic.

RIVER VALLEY

REGION	RIVER VALLEY
Location	Albany
HQ Coordinates	888, -789
Difficulty	Easy
Reward	Increased Income

ALBANY—ALBANY GANG HEADQUARTERS

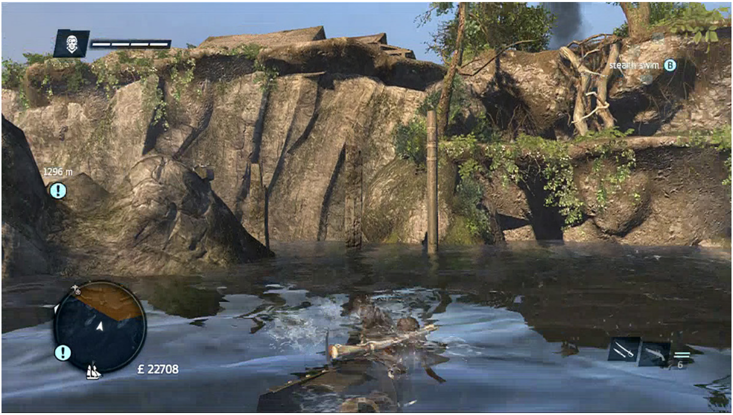
Objectives:

- Rescue the British officer.
- Locate and kill the gang leader.
- Cut down the gang flag.

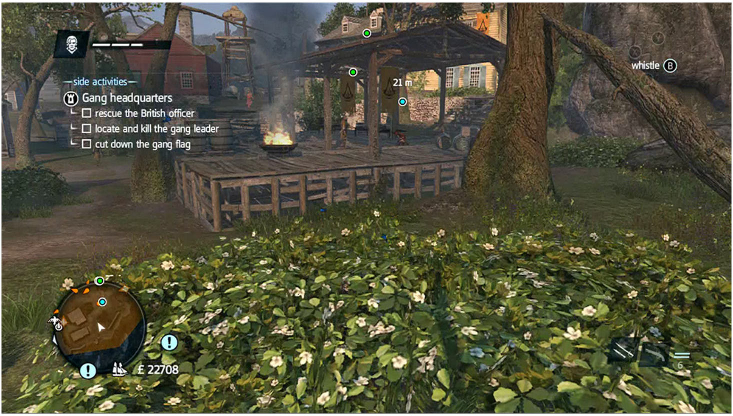
Bonus Objective:

- Stay out of open combat.

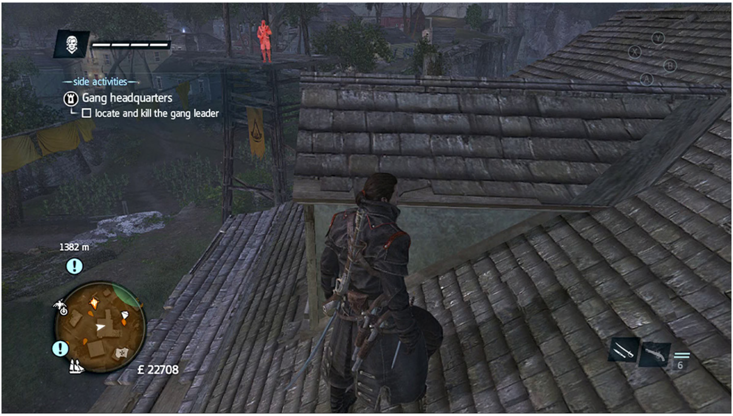
The Albany Gang Headquarters is a little different than the ones you captured in New York and the North Atlantic. This headquarters is on a cliff in Albany, and that gives you the opportunity to use a few very different infiltration techniques. If you choose to, you can dock at the town's harbor and use the urban area to conceal your approach. However, you may want to take your ship to the cliff that is directly adjacent to the gang's headquarters because it is a little more direct, yet offers a greater tactical advantage.



The mostly sunken ship that appears to have hit shallow water conveniently creates just the right platform to get you to the side of the cliff. Use the ship and climb up the side; you should be at the immediate edge of the restricted area. Right away, you notice the captured British officer (one of your objectives) being watched by a lone guard: This is a trap. Use Eagle Vision and listen to the whispers because there is an assassin nearby and you must take him out before he catches you by surprise. After you've taken care of the assassin, use the tree and the bushes around the officer to kill the guard and rescue your ally.



As soon as you rescue the captive, find a hiding place because up the staircase behind him is a watchtower with a rifleman who will easily spot you if you aren't careful. Either find another way around or wait until he is facing the other way to climb the tower and deal with him. Your next objective is to find the gang leader. Fortunately, his area of patrol is on the other side of the HQ. The guard tower is attached to a building that will lead you to the gang's flag; however, on the other side of it is another guard tower and another rifleman. Time his patrol path and rush him, taking the rifleman out of the picture. In the Albany Gang Headquarters, the gang flag doesn't serve as the gang leader's bait, so once the coast is clear, go ahead and cut it down.



You should be able to see the gang leader's patrol area via the vantage point on top of the building. Use Eagle Vision; there is a good chance he will cross your line of sight. To get to his location, there are two available paths: You can take the back path, or you can simply cross the bridge. If you killed the guard in the watch tower, the bridge path may be the safest route. Get to the other side and hide in the bushes as soon as you can. Hopefully, you know the location of the gang leader and can create a plan of attack to kill him quickly. If not, he will likely cross your path soon, so stay hidden in the bushes and wait for your moment. Assassinate the gang leader and his minions will surrender.

TWO BENDS—CENTRAL GANG HEADQUARTERS

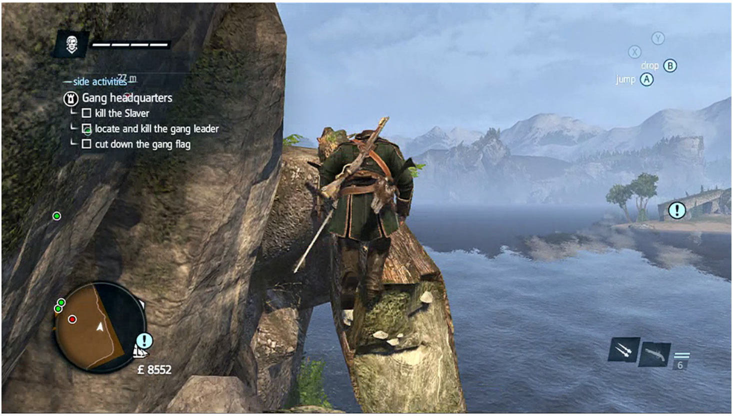
REGION	RIVER VALLEY
Location	Two Bends
HQ Coordinates	408, -793
Difficulty	Medium
Reward	Increased Income

Objectives:

- Kill the Slaver.
- Locate and kill the gang leader.
- Cut down the gang flag.

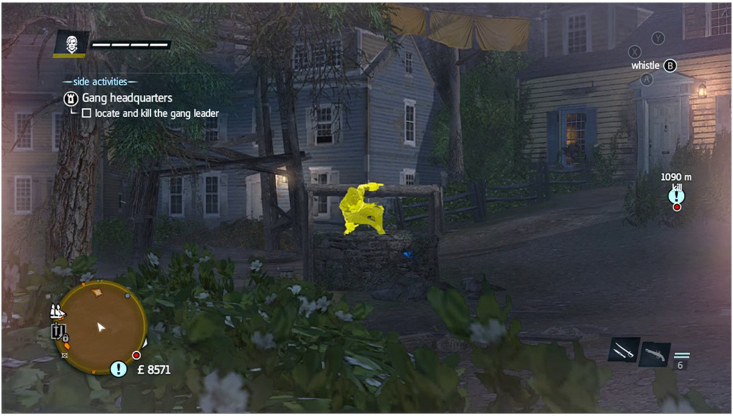
Bonus Objective:

- Stay out of open combat.



Like the Albany Gang Headquarters, the Central Gang Headquarters is on a cliff near the sea, so again you have two choices in claiming this HQ: Take the headquarters head-on and use the town as cover, or use the cliff side to climb up the stone and flank the enemy, preserving the element of surprise. If you choose to enter through the front entrance, use the buildings to cover your approach and bushes to eliminate enemies, but beware of the guard towers that watch this area. However, if you choose to take the flanking route, climb the stone cliff and use the bushes that grow near the water to hide and scope out your plan of attack.

Using the bushes near the cliff, you find that you started this headquarters takeover right next to the field that the Slaver is patrolling. From the bushes, you can use the field to crawl through and lure the Slaver right into your blade. Time his path carefully because about three other soldiers also patrol this area and move across walkways. It is possible to reveal your location if you are not paying attention. Killing the Slaver completes your first objective.



While approaching the gang leader's location, you might want to kill a couple of guards standing in your way (you know, if you're into the whole possibly unnecessary killing thing) because there are only a couple of paths to the inner headquarters and both are heavily guarded. You may choose to climb on top of the red field house, but you risk being spotted by the tower guards. If you haven't killed the riflemen, take one of these paths and find a bush to hide in. Here you start to hear the whispers of an assassin close by; stay hidden and locate him before he jumps you.

Next, it's relatively safe to climb up to the gang flag and cut it down. You can use this flag area to locate the gang leader because you are too high up for any of the enemies to spot you. On the side of the building where the gang leader patrols, indicated on your minimap, there is a leap of faith. Once you've spotted the gang leader from this location, the leap of faith serves as a great way to get to the ground floor without being seen. Dive into the hay wagon and lure the leader to your location or track him down silently. This is your final task: Complete it by killing him and you have taken this gang headquarters for yourself.

LAC ETERNEL—LAC ETERNEL GANG HEADQUARTERS

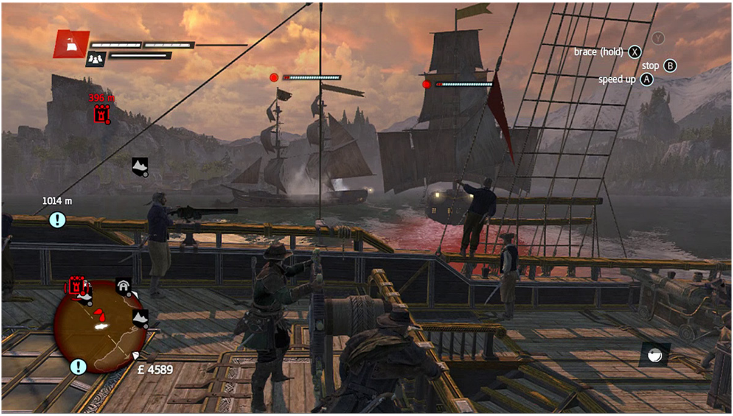
REGION	RIVER VALLEY
Location	Lac Eternel
HQ Coordinates	423, -373
Difficulty	Hard
Reward	Increased Income

Objectives:

- Sabotage the gang's poison reserves x3.
- Locate and kill the gang leader.
- Cut down the gang flag.

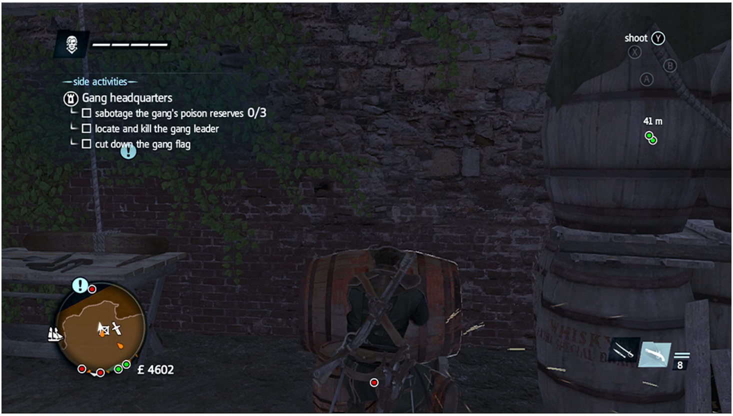
Bonus Objective:

- Stay out of open combat.

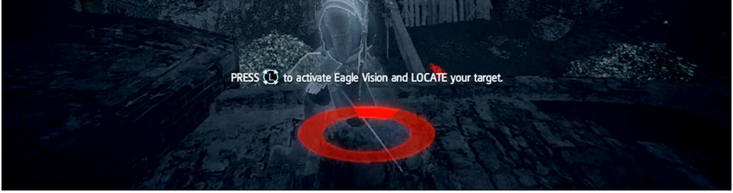


Depending on where you are in the story, the Lac Eternel Gang Headquarters may be very different from any other gang headquarters you run across. Before you get to the headquarters, you must first get through the blockade of enemy ships that protect the harbor. Lac Eternel is in a "hard" area, so this can be a challenge if you and your crew are not prepared. The area in which the headquarters is located is very large, making your approach a little more difficult to plan. If you dock the *Morrigan* at the harbour, you can take the path to the right of the dock and use the brush and trees to conceal your approach, or you can use the shipwreck to the left to get over the fortress wall.

Since Lac Eternel is so large, you must sabotage three different poison reserves to take this gang headquarters. The reserves are spread out, making it impossible to take out two with one move. It may be easier to get to the farthest poison reserve because you can use the outside of the headquarters and hug the mountain to avoid being noticed by anyone patrolling the center. Fortunately, the guards in this headquarters like to keep relatively close to one another and move in groups. This makes moving around them easier because they normally all face the same direction. Note that even though they usually move in groups, they may split up from time to time, and if you can't quite move around them, this is your chance to pick them off one by one.



When you've made it to the back poison reserve, lure the two guards in front of it away by hitting the rifleman in the scout tower with a berserk dart. This grabs the guards' attention and, if you're lucky, gets rid of that pesky rifleman overlooking the area. Sabotage the poison reserve, then use the stables behind you to climb on top and escape toward the next objective. You can take the rooftop route straight to the next reserve. From there, you can see another two guards. Dive down into the hay wagon, then lure the guards toward you: It's a double assassination opportunity. If the coast is clear, get in to sabotage the objective and get out by slipping up the fortress wall directly behind the poison reserve.



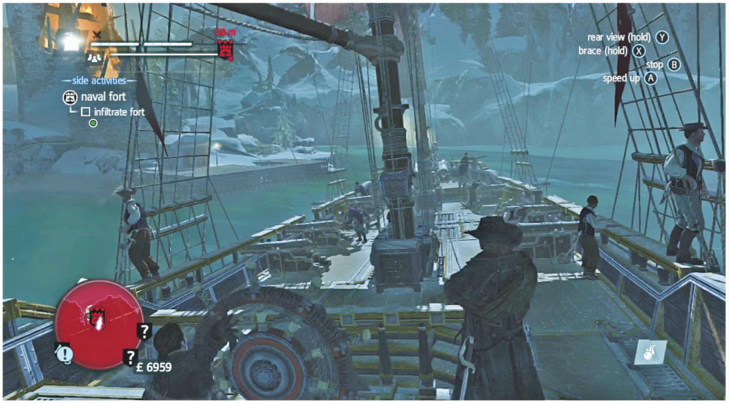
PRESS (L) to activate Eagle Vision and LOCATE your target.

With no time to waste, use Eagle Vision to locate the gang leader. He is hiding somewhere in the second level, directly across from the fortress wall. Locate him and run to the other end of the wall because this provides a great transition to the final poison reserve. Here, you see two British soldiers being toyed with by the enemy gang. If you can kill their tormentors quickly, do so. If not, you may want to hide in the wagon below and lure the enemies over one by one. Sabotage the final reserve and find the gang leader. Be careful; there are still a great number of enemies roaming around the paths, but if you can get to him before anyone sees you, then the rest of this takeover is easy. Kill the gang leader and cut down the flag to receive another income boost, a new fast travel location, and the achievement/trophy “Capture all Gang HQs.”

FORTS

LOCATION: Specific larger towns

REWARD: Unlocks Renovations and reveals locations



Military forts have several defensive towers near their docks. They’ll fire on ships that get too close; be careful of their damage output. Mortar damage is always nasty, and forts have a good supply of them and infinite ammo to shovel at you. Even fast, maneuverable sailing won't avoid all of the damage. Also, these ports have ships to assist in their defense, so it's a battle on several fronts.

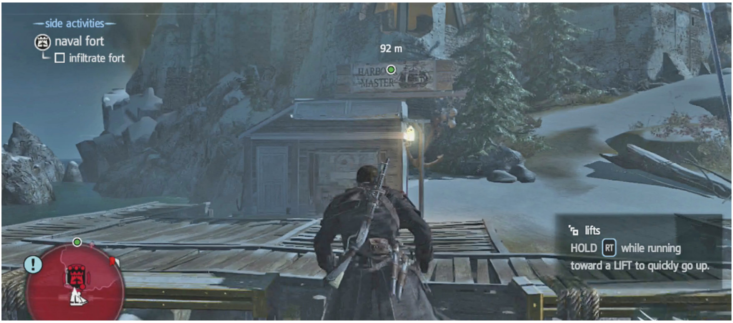
Having plenty of your own mortar ammunition is a good start for these fights. Mortars deal enough damage to nail those towers, and the extended range lets you start taking things out well before any local ships join the battle.

Use all of the mortar ammunition that you have, and be just as free with your heavy shot and flaming oil. Forts always have harbormasters, so you can stock back up on everything after you finish your task. Don't hold anything back!

Another good trick is to board and take ships in the area during the fighting so that the Morrigan can be repaired on the fly.

Once you've taken the outer defenses, send Shay into the fort. There are usually several additional tasks to complete before you can claim the fort. Defeat any snipers while eliminating stashes of ammunition or whatever else is marked. Once you do this, the leader of the facility comes out to see why their entire base is going up in flames. Target them and kill the leader along with their bodyguards to finish the Fort activity.

Remember to bring plenty of personal weapon supplies before making these runs. Grenades and Smoke Bombs are both highly useful because of the prevalence for group fighting that you encounter inside the forts.



HOLD RT while running toward a LIFT to quickly go up.

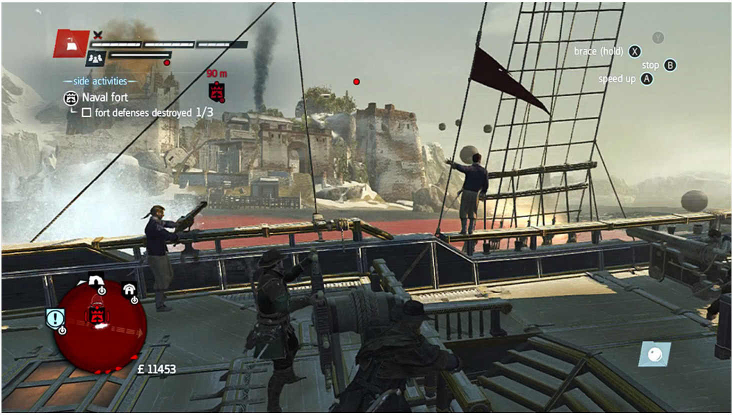
PORT LA JOYE

Naval Objectives:

- Destroy fort defenses (4)

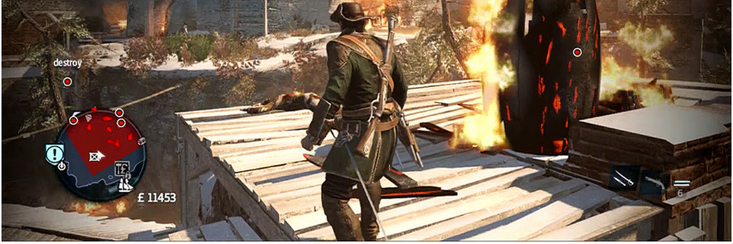
Land Objectives:

- Destroy powder reserves (2).
- Kill the fort captain.
- Kill snipers (2).



Port La Joye is one of the more challenging of the Naval Forts in *Assassin's Creed Rogue* simply because it is protected by four guard towers. If you don't have your ship upgraded to be able to both take a few hits from the guard towers' volleys and have enough fire power to take them down, this fort will be exceedingly more challenging. Use the *Morrigan*'s speed to travel horizontally and attack the towers with your broadside cannons. It may be easier to avoid enemy fire if you take each tower head-on, however, your forward cannons won't do enough damage, which makes this first phase of the fort more difficult than it has to be.

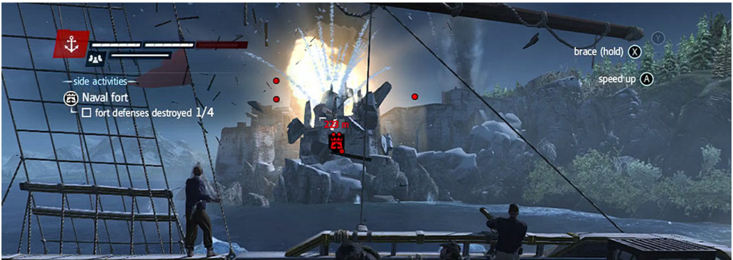
side activities
Naval fort
infiltrate fort
destroy powder reserves 0/2
kill the fort captain
kill snipers 0/1
41 m



Once the towers are down, you will be able to dock at the front of the fort and prepare to infiltrate. As with all forts in Assassin's Creed Rogue, you have a few different options in how you approach your objective. As you will notice, directly after you dock your ship you, there will be a breach in the enemy's wall, which allows you to sneak in on the ground level. Crawl under the wall and you will find yourself hidden in the brush; stay hidden and wait to scope out your surroundings before moving forward. Several guards surround the area that you have just entered; fortunately for you, they are a little preoccupied by the damage that you have just done to their fort. To your immediate left you see one of the powder reserves that you are required to destroy to complete this activity. Take it out and anyone you think might give away your position, then get out of there.

Unlike the Gang Headquarters, taking a Naval Fort is much more chaotic and does not have a bonus objective tied to it. However, it is still a good idea to stay hidden as long as possible because even though you will have your crew there to help you take down the enemy fort, there is a good chance they will be busy taking the front door down and killing all that stand in their way while you are in the back ranks making sure they aren't being gunned down. With that said, use the chaos to keep the enemy busy while you take care of the main objectives.

Destroying powder reserves will definitely attract attention to that area, so be careful and don't give away your position just yet. Giving away your position and engaging in combat will not only draw the attention of more soldiers, but it will also catch the eye of the sniper located in the building adjacent to the powder reserve's location. Assassinate any guards that you need to in order to stay hidden, but as soon as you get a chance, climb the sniper tower and take out the sniper before you're spotted.



From the first sniper tower, run across to the buildings on the other side; they lead you straight to the second and final sniper. Note that there is an Animus Fragment just off to the side of the second guard tower. Use your air rifle to make sure he doesn't get a bead on you before you have a chance to defend yourself. Take out the sniper and then scope out your next objective, which happens to be fairly close to this tower. It should be clear for you to head directly to the powder reserve, but because it is right in front of the fort captain's headquarters. You have two choices once you've ignited the powder: hide in the bushes and wait for the guards to come to you or climb on top of the overhang and perform an aerial assassination on the guards that are protecting the captain.

The fort captain is a bit sloppy and anxious; take advantage of this and lure him right into your blade. Killing the fort captain grants you completion of this side activity, leaving you with a new fast travel location and new renovation options.

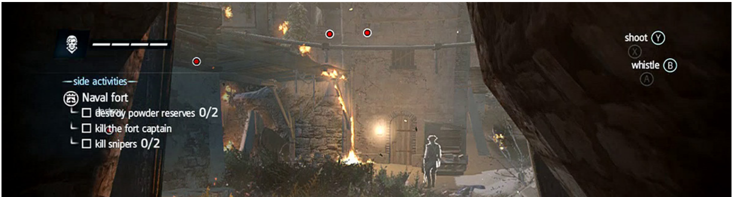
FORT BAIE ROUGE

Naval Objectives:

- Destroy fort defenses (5).

Land Objectives:

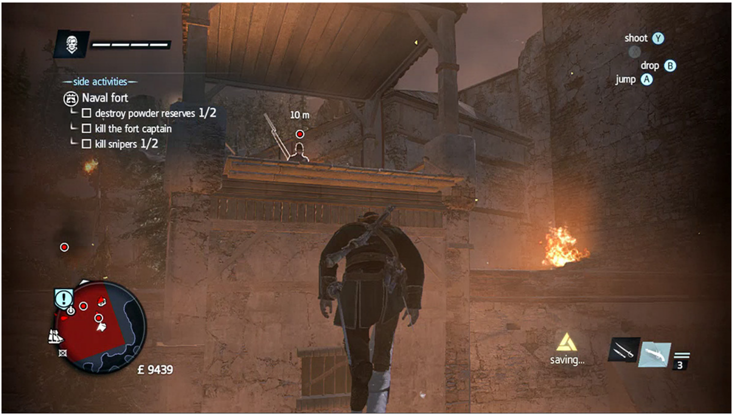
- Destroy powder reserves (3).
- Kill the fort captain.
- Kill snipers (2).



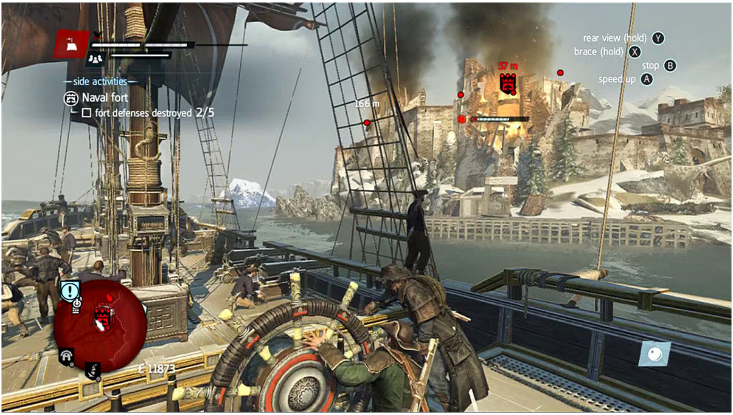
Fort Baie Rouge is one of the tougher forts to capture, not only because it has five defense towers all firing at you while you attack the fort, but also because there are a couple of patrolling enemy ships that are an added distraction when you're attempting to overthrow this Naval Fort. Going into this battle without upgrading the *Morrigan* to a battle-ready status will almost guarantee your demise.

TIP

Board heavily damaged ships and use boarding victories to repair your own ship.



Once you've weathered the storm of the sea battle, prepare for your next task of taking down the largest of the forts in the game. Instead of knocking on the front door, take the tree branch that extends over the entry trail and follow the path to the upper wall, where you will find two guards that are currently distracted by the massive chaos you and your crew just inflicted on their fort. Use the distractions at the front gate to your advantage; by entering on the second level you find yourself directly above one of the powder reserves you are to destroy, and you may also notice one of the two snipers you need to kill. Stay silent while you destroy this first powder reserve. Kill the guard rushing over to it from the right and destroy it, then quickly climb up the tower to kill the first sniper.



From the first tower, you will be able to see the second tower, right next to it. In a pinch, you can use your pistols to take out the second sniper. But it's preferable to use the wires to cross the gap and kill the second (final) sniper silently. From here, return to the ground level and find the bushes that are located in the center of the fort. From the looks of it, it will be impossible to destroy the second powder reserve without being caught, but since there isn't a reward for staying hidden, you can shoot the barrel and kill the guard standing by it in the process; if you keep to the bushes, you can hide so that the other guards won't see you. Then sneak up to the next level and kill the two guards in front of the final powder reserve. It is important to stay stealthy while destroying the powder reserves because doing so is impossible when you are detected.

Once you've lit the fuse to ignite the final powder reserve, make your way to the pile of leaves near the fort headquarters' front door. When the powder explodes, the fort captain and his two guards will rush out. Lure them to your hiding place and claim the fort for yourself.

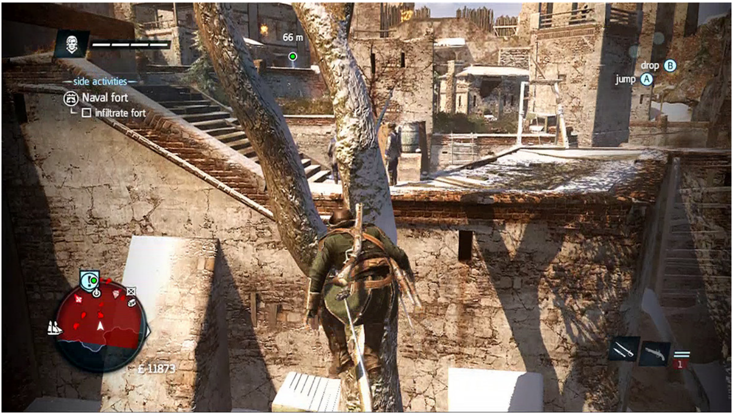
FORT BLANC

Naval Objectives:

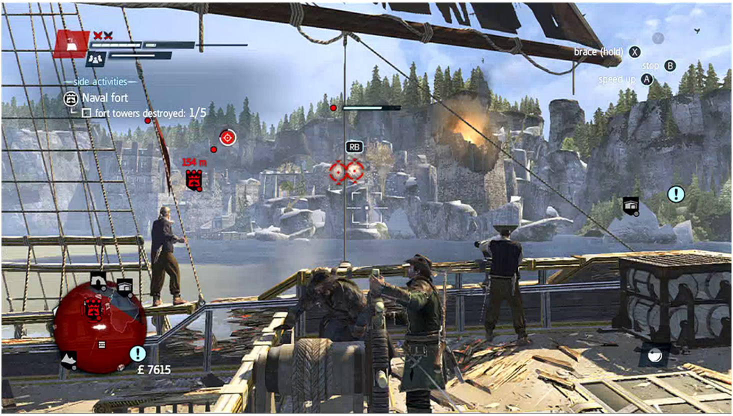
- Destroy fort defenses (5).

Land Objectives:

- Destroy powder reserves (2).
- Kill the fort commanders (2).

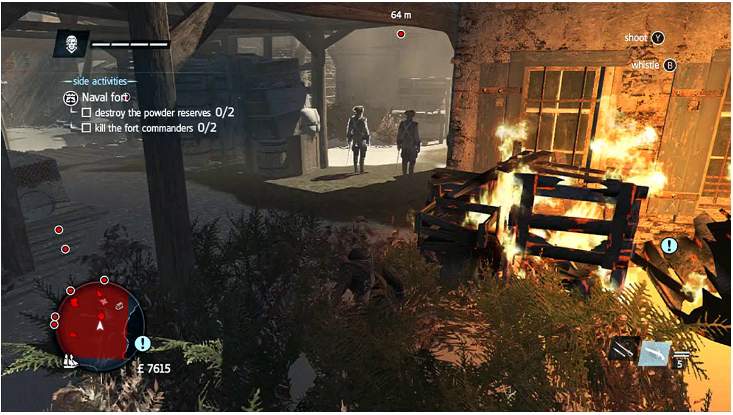


Fort Blanc is another difficult fort to capture. There are five towers to destroy and a large patrol protects the sea. Fortunately, Fort Blanc has a relatively large body of water in front of it, but it is located in a cove, which makes it impossible to flank. Use this large area to your advantage by keeping the enemy spread out; your speed can outrun the cannon fire from the fort as long as you are diligent and aware of the highlighted areas in the water. Much like Fort Baie Rouge, you must first sink the enemy patrol ships before attacking the fort defense towers because it is much easier to avoid the fort's fire than cannon fire from a ship following close behind you.



Once you've survived the daunting battle out at sea, take up arms and attack the fort on foot. Your entrance is on the western side of the fort; you can find it by using the trees and rock wall that breaks off from the main path to the front gate. Using this entrance takes you to a platform that oversees the entire fort; don't spend too much time here, but recon your path and choose one that will suit your needs. Since there are only two types of objectives, your tactics throughout this fort takeover will be the same: stay hidden and assassinate anyone who stands in your way.

It especially important to stay hidden, especially in the beginning, because this fort is large and fully populated with snipers, large groups of soldiers, and tough fort commanders that are much easier to kill if you take them on while they are by themselves. If you head right from the platform, you come across some stables where you can assassinate the two guards watching from behind the stables, then you can sneak around the guard tower undetected. If you choose to climb the guard tower and kill the sniper, it may benefit you in the near future; you can also jump across the gap into an area of brush next to your first objective.


64 m
shoot Y
whistle B
—side activities—
Naval fort
☐ destroy the powder reserves 0/2
☐ kill the fort commanders 0/2
£ 7615
5

Here, there are two brutes watching the front door of the fort's headquarters, where one of the fort's commanders is. Kill the brutes by climbing the adjacent shack and battle the fort commander. This completes the first part of this objective.

TIP

If you get a running start at the fort commander and attack, you can avoid having to duel him.

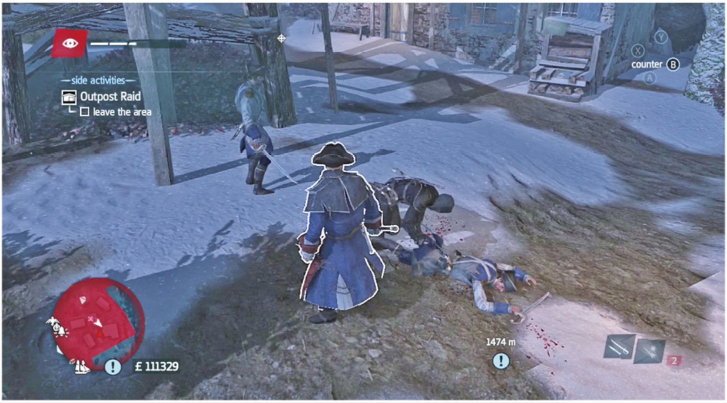
Now, run to the next guard tower but be sure to time the guard's patrol so you're no spotted and shot by him. Then jump down and assassinate the guards protecting the first powder reserve. Keep to the rooftops to reach the second powder reserve. As long as you stay hidden, destroying it shouldn't be a problem.

You have one more part to the final objective left to complete: this part is sensitive and should be performed carefully. Make your way back to the rooftops and run to the center of the fort, where the second fort commander is commanding his troops in the battle against your crew. He is trying to kill your men, so once you are in range, assassinate him from the air and complete the fort activity. Enjoy the new fast travel location and the brand new renovations that will become available to you.

RAID OUTPOSTS

LOCATION: Small frontier towns

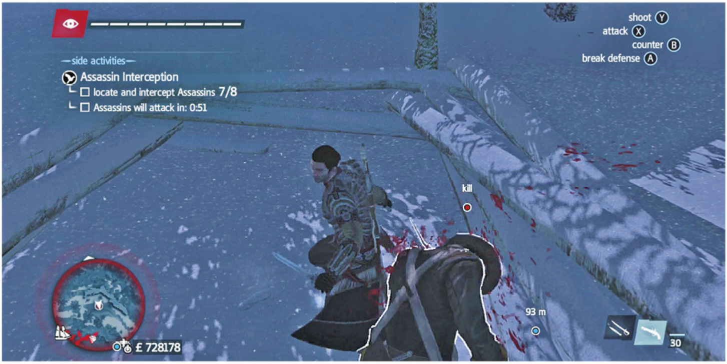
REWARD: Resources!



If they spot you, the key holders run into the warehouses and lock themselves in. You will lose the opportunity to loot any of the warehouses that get locked, so make haste to kill the key holders before they reach safety.

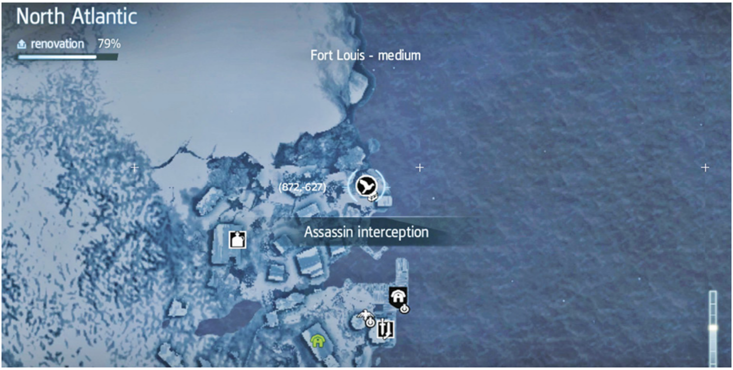
Sleep Darts and Berserk Darts/Grenades make outposts much easier to loot. Stay on top of buildings or trees and use your tools to disable the guards before they spot you. Do this against any gunners in watchtowers or buildings first, and then almost no one can spot you without getting really lucky. Hit the key holders with Berserk Darts; this stops them from running and eventually gets them killed (one way or the other). Proceed slowly, take out the guards, and then go down to collect your keys and loot. As long as you're patient, this is easy work.

ASSASSINATION INTERCEPTION



Assassination Interceptions are challenging side activities that have multiple steps. You need to locate pigeons that carry special commands to Assassins in the area. This lets you know the target of the attack. You then have to reach the target and kill as many Assassins as possible before a time limit runs out. When it does, all of the surviving Assassins attack their intended victim and kill the person unless you fight them all off before a single one gets a ranged attack or melee swipe. Your victims usually cannot defend themselves.

The first step is to catch a pigeon. Look for them on the map once you've discovered a key location with an interception mission. Climb to the rooftops and approach the pigeon—push gently forward on your left stick so that Shay walks slowly and quietly. When you get close enough, follow the onscreen prompts to get the bird before it flies away. If you fail, you can come back later to try again. Or you can give chase and make another attempt at the next spot where it lands.

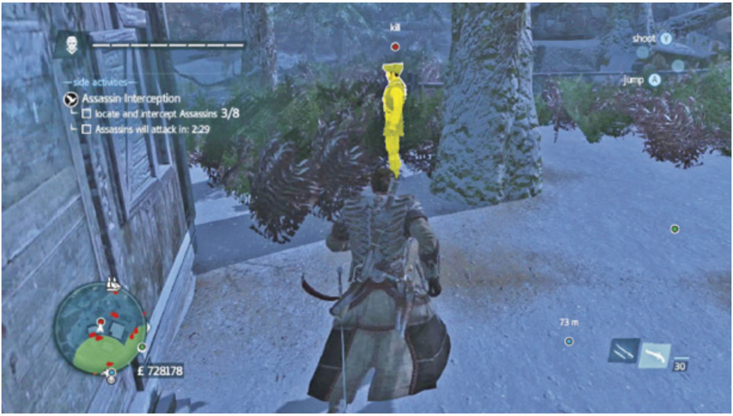


Once you get the pigeon and find the location where the attack will take place, hurry toward it. When you arrive, look on the map for yellow circles. These reveal multiple locations near the victim.

Assassins are inside each circle, but you won't have a specific site to go after (it's a general area rather than a pinpointed target). If the circle centers around the building, the Assassin is probably on the roof. If it's by a street or open area, the enemy is probably on the ground.

Use Eagle Vision to spot your targets, and then kill them with impunity. Do everything possible to avoid other gang members or guards. You don't have any time to spare, and useless fighting won't help anyone.

All of the Assassins are wearing the standard yellow gang colors, and that's a big help for spotting them. Normal gang members show up on your minimap as a hostile target; these guys don't until they're revealed. Thus, if you see a yellow-clad person who isn't on your minimap, you know it's an Assassin before you even turn on Eagle Vision. Save a moment or two by killing them without stopping to check.

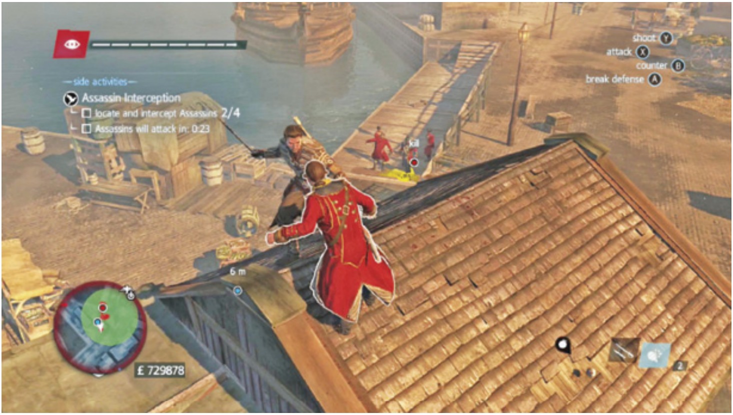


—side activities—
Assassin Interception
☐ locate and intercept Assassins 3/8
☐ Assassins will attack in: 2:29

If the timer is about to run out, collapse back to the victim's location and load your ranged weapons. The Assassins are happy to use their own guns to kill your victim. Shoot them as soon as you see them, and watch the rooftops if you can't see the Assassin coming from the street. You're likely doomed if more than one Assassin has survived, because it's very tough to keep them off of your friend. Watch the movement of the circles to tell which Assassin is approaching first. This makes it easier to spot them because you know the direction to look and their approximate distance from you by gauging the epicenter of the circle.

Once all Assassins are dead, you've won! Try to complete all of the interceptions because that gets you a couple of Abstergo Challenges along the way. Note that you receive a monetary bonus for killing all of the Assassins before the timer runs out.

The maps in this section show you the layout of the interception area. Lines indicate movement: red for Assassin movement during the timer, black for their movement afterward, and blue for the target's movement.

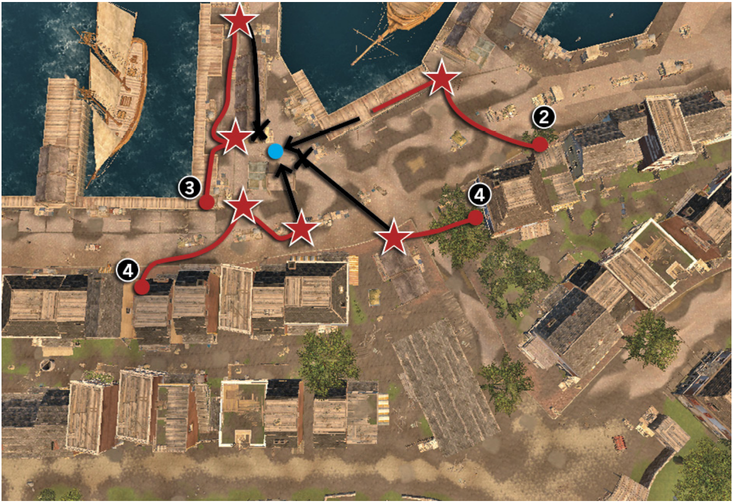


Red circles show you where the Assassins begin their preparations. As soon as the timer starts ticking, that's where they'll be, but many move to take up new positions. The red stars show their location during the preparation phase; these are places where the Assassins pause. The black Xs mark their final position when it's time to go for the kill. That's your last chance to stop them.

The blue circle is the intended target.

INTERCEPTION 1

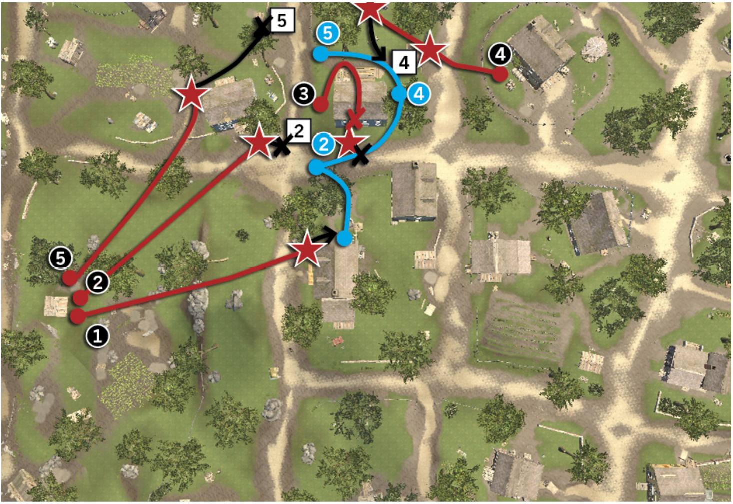
REGION	NEW YORK
Location	Stuyvesant's Farm
Pigeon Coordinates	311, 258
Target Coordinates	336, 244
Difficulty	Hard
Target Name	Scott Lawson
Number of Assassins	4
Time Limit	1:30 minutes
Reward	1,500 Reward + 200 Bonus reward



Suggested Kill Order: 3, 1, 4, 2

INTERCEPTION 2

REGION	NEW YORK
Location	East Village
Pigeon Coordinates	214, 410
Target Coordinates	267, 430
Difficulty	Hard
Target Name	Kelly Snider
Number of Assassins	5
Time Limit	2:00 minutes
Reward	1,500 Reward + 200 Bonus reward

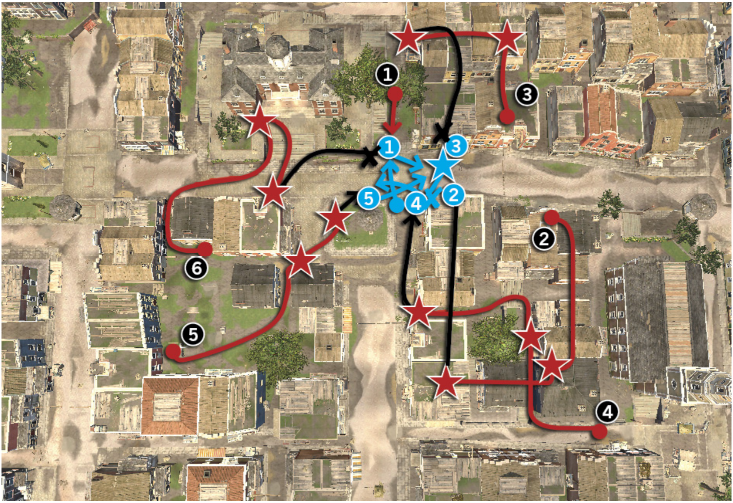


Suggested Kill Order: 1, 2, 5, 4, 3

INTERCEPTION 3

REGION	NEW YORK
Location	Lower Manhattan
Pigeon Coordinates	-83, -133
Target Coordinates	-53, -123
Difficulty	Medium
Target Name	Lewis Johnson
Number of Assassins	6
Time Limit	2:10 minutes
Reward	1,500 Reward + 200 Bonus reward

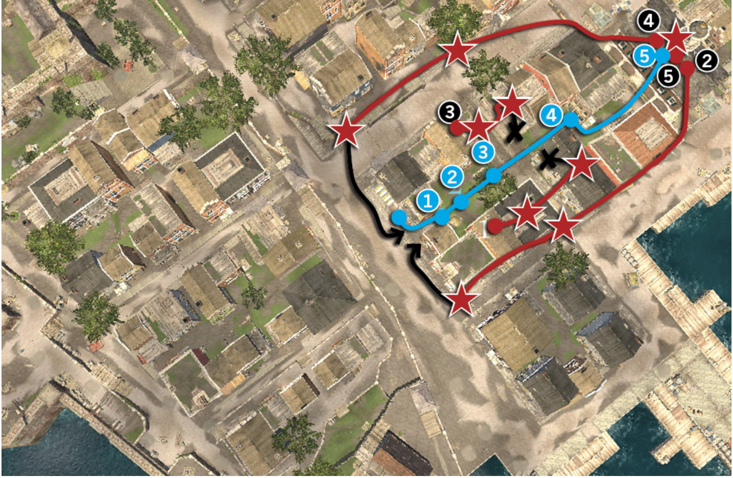
Suggested Kill Order: 2, 3, 6 (the target can kill the others)



INTERCEPTION 4

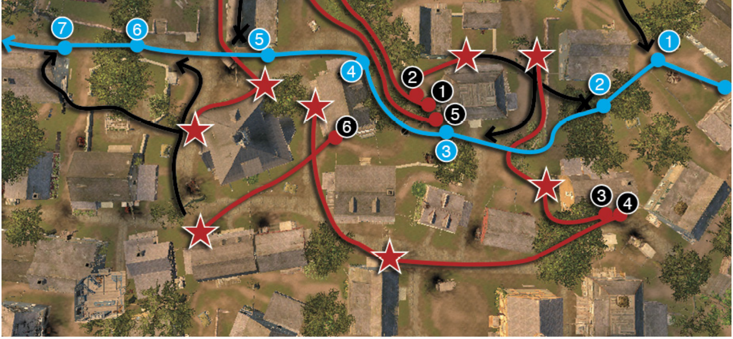
REGION	NEW YORK
Location	Waterfront
Pigeon Coordinates	-25, -420
Target Coordinates	17, -426
Difficulty	Hard
Target Name	Franklin Greear
Number of Assassins	5
Time Limit	2:00 minutes
Reward	1,500 Reward + 200 Bonus reward

Suggested Kill Order: 4, 5, 3, 1, 2



INTERCEPTION 5

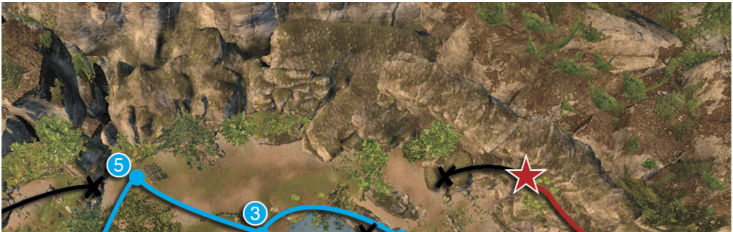
REGION	RIVER VALLEY
Location	Albany
Pigeon Coordinates	1667, -1013
Target Coordinates	1698, -1018
Difficulty	Easy
Target Name	Maria Gurley
Number of Assassins	7
Time Limit	4:05 minutes
Reward	1,500 Reward + 200 Bonus reward

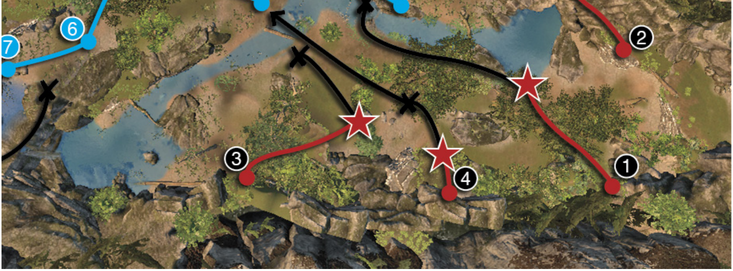


Suggested Kill Order: 3, 4, 5, 6, 7, 2, 1

INTERCEPTION 6

REGION	RIVER VALLEY
Location	Fort Soleil
Pigeon Coordinates	-856, -115
Target Coordinates	-803, -168
Difficulty	Medium
Target Name	Micheal Crawley
Number of Assassins	7
Time Limit	3:05 minutes
Reward	1,500 Reward + 200 Bonus reward

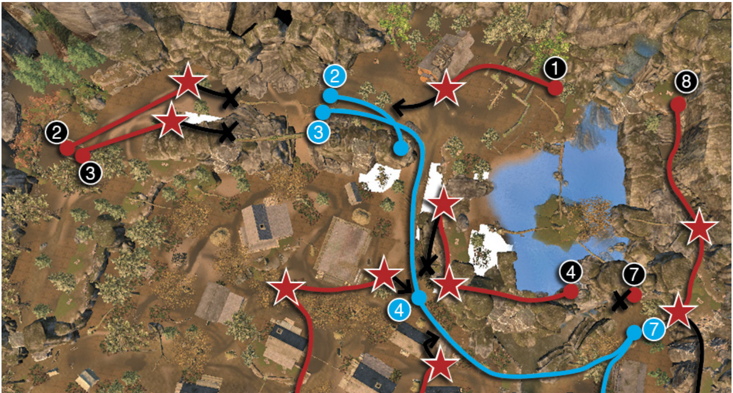




Suggested Kill Order: 2, 1, 3, 4, 6, 5, 7 (shoot the keg next to the last two)

INTERCEPTION 7

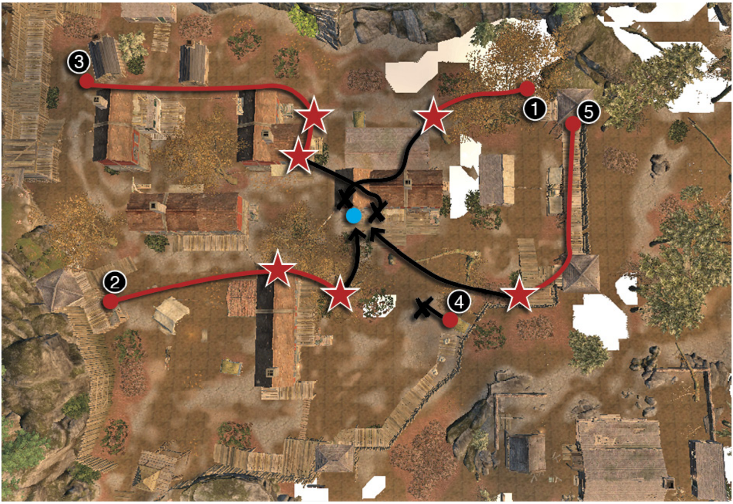
REGION	RIVER VALLEY
Location	Le Bras-du-Seigneur
Pigeon Coordinates	1838, 939
Target Coordinates	1922, 895
Difficulty	Hard
Target Name	Conan Brown
Number of Assassins	8
Time Limit	4:15 minutes
Reward	1,500 Reward + 200 Bonus reward



Suggested Kill Order: 1, then take tunnel to 8, 7, 4; jump down to 6, 5; sprint to 2, 3

INTERCEPTION 8

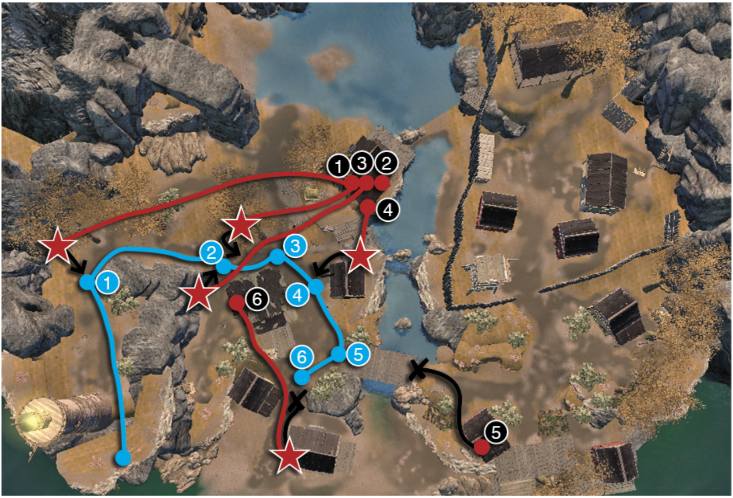
REGION	RIVER VALLEY
Location	Lac Eternel
Pigeon Coordinates	-1222, 1574
Target Coordinates	-1145, 1586
Difficulty	Hard
Target Name	Randall Gordon
Number of Assassins	5
Time Limit	2:10 minutes
Reward	1,00 Reward + 200 Bonus reward



Suggested Kill Order: 4, 5, 1, 3, 2

INTERCEPTION 9

REGION	NORTH ATLANTIC
Location	Fort Baie Rouge
Pigeon Coordinates	738, 2289
Target Coordinates	739, 2198
Difficulty	Hard
Target Name	Rachel Plourde
Number of Assassins	6
Time Limit	2:10 minutes
Reward	1,500 Reward + 200 Bonus reward

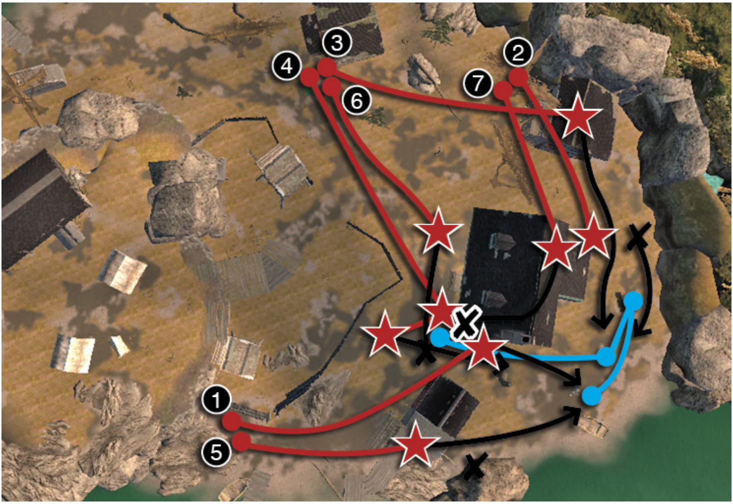


Suggested Kill Order: 1, 2, 3, 4, 5, 6

INTERCEPTION 10

REGION	NORTH ATLANTIC
Location	Port de la Joye
Pigeon Coordinates	-2777, 804
Target Coordinates	-2788, 862
Difficulty	Medium
Target Name	David Borgen
Number of Assassins	7
Time Limit	1:45 minutes
Reward	1,500 Reward + 200 Bonus reward

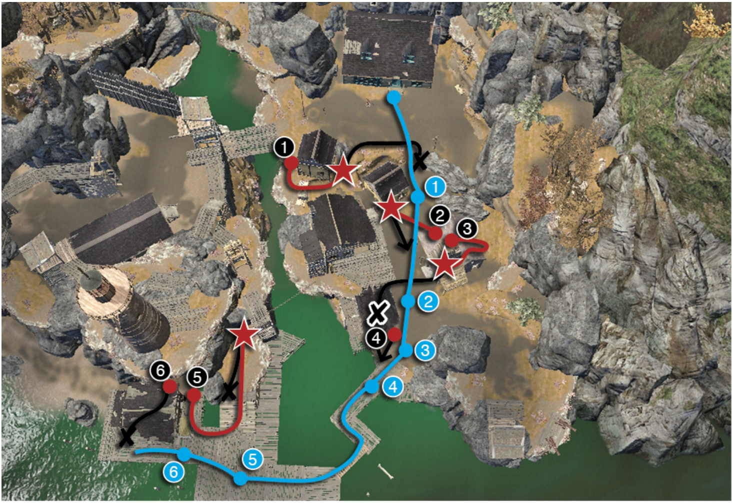
Suggested Kill Order: 4, 6, 3, 2, 7, 5, 1



INTERCEPTION 11

REGION	NORTH ATLANTIC
Location	Fort Louis
Pigeon Coordinates	3047, -1032
Target Coordinates	2992, -1058
Difficulty	Medium
Target Name	Philippe Beaubien
Number of Assassins	6

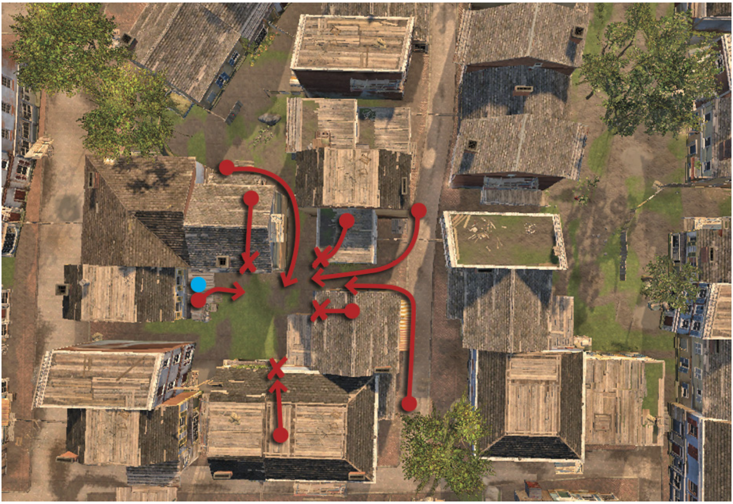
Time Limit	2:00 minutes
Reward	1,500 Reward + 200 Bonus reward



Suggested Kill Order: 2, 3, 1, 4, 5, 6

INTERCEPTION 12

REGION	**NEW YORK**
Location	Greenwich
Pigeon Coordinates	-232, 104
Target Coordinates	-226, 75
Difficulty	Hard
Target Name	Marla Capps
Number of Assassins	9
Time Limit	None
Reward	1,500 Reward + 200 Bonus reward + Templar Outfit



Suggested Kill Order: Any (just survive)

RENOVATIONS

LOCATION: Inside towns and cities

REWARD: Massive income over time

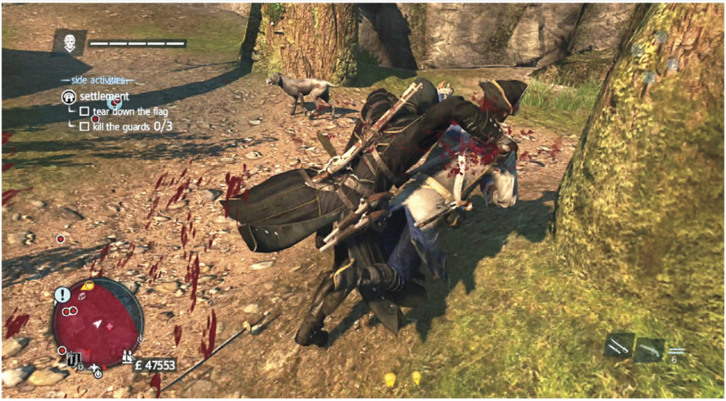
These aren't tasks that you have to work on. Instead, people in damaged areas just need some money and resources to fix their buildings. If you're kind enough to donate, it raises your income over time. Think of this as an investment in the world and in yourself, because that money sure adds up. The sooner in the game that you complete Renovations, the easier it is to make a profit off of your investments because they have hours and hours to generate revenue.

To get more materials, use the Morrigan to board ships and salvage them. You really can't do much better than that, because resources come in very quickly once you're good at boarding ships.

SETTLEMENTS

LOCATION: Very small towns

REWARD: Tons of salvage



Some towns are occupied when you arrive and need liberating. Follow the goals onscreen to help the place. You'll be killing guards and the leader of the town's garrison and destroying anything of military value that's located there.

These large battles are more involved than many of the other side activities, but the rewards are very good. You get even more material than you'd expect from boarding and seizing a larger ship.

TAVERNS

LOCATION: Large towns and cities

REWARD: Access to multiple games

Taverns are located throughout the new world. They're on all of the major maps; just look for their icons when you enter a bigger town. Once there, go to the tavern and engage in a fistfight to clear out any bad elements and unlock the tavern. These fights aren't that dangerous because you're used to fighting much worse, and with higher stakes.

Unlocked taverns have multiple useful aspects. You can spend money to purchase information. This marks a camp on your map that has a high salvage value.

You can recruit more sailors if the Morrigan lost many of its men. This is very expensive, and if you're feeling poor or cheap, you can also get your sailors by boarding and seizing vessels. Just go after lower-level ships while you're building yourself back up.

There are also three board games to practice, and you're allowed to bet on the outcomes of each. This is a decent way to make money once you're very accomplished at these games. Note that it takes some time to improve your skills, because two of the games might be new to you.

The games that are available are Checkers, Fanorona, and Nine Men's Morris.

Checkers is a traditional game that many people have likely played at some point in their lives. Play conservatively and wait for the opponent to expose their pieces.

CHECKERS TIPS

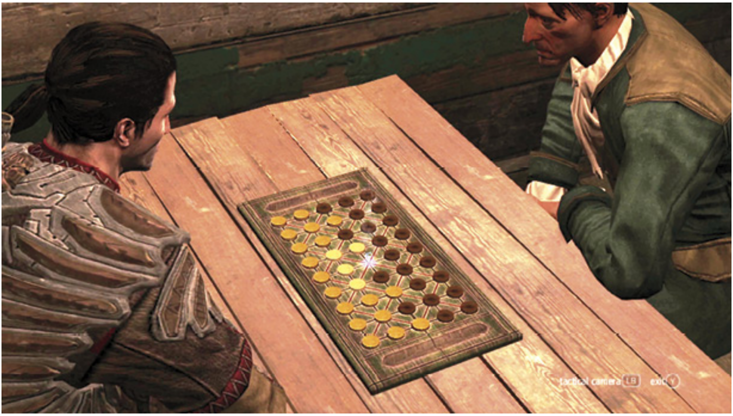
A key Checkers technique is to understand that you can force your opponent to perform certain moves by sacrificing your own pieces, as capturing moves are mandatory. Though this can seemingly put you at a disadvantage, forward planning and manipulation of your opponent can enable you to control a game.

Pieces on the edge and corners of the board have a very limited range of possible movements. In most cases, it is better to occupy squares in a more central position and to try trapping your opponent on the outside of the board.

Never be afraid to sacrifice your pieces. All that matters is that you end up in a stronger position later in the game. For instance, sacrificing two pieces to have a chance to capture one and obtain a king is worthwhile in most instances, as a one-piece deficit is easily overcome by the tactical opportunities offered by a king.

tactical camera LB
exit Y

Fanorona is very tough while you’re learning to play it. Move the stones along the drawn lines on the board and destroy any enemy stone that they touch and any enemy stones that are in the same line of attack and touching the last stone that was destroyed. You can take out several stones with a move, and if your stone has additional attacks that it can make, these form a combo and let you keep playing until you’ve run out of moves or gotten quite a large combo already.



FANORONA TIPS

The opening you choose is critical and has long-term consequences on each game. There are four possible openings: one vertical, one horizontal, and two diagonal. Broadly speaking, the diagonal openings lead to close games, where it takes time to empty the board of its pieces. Conversely, the vertical opening weakens the second line of whoever uses it, leading to shorter games. Finally, the horizontal opening is a balanced compromise.

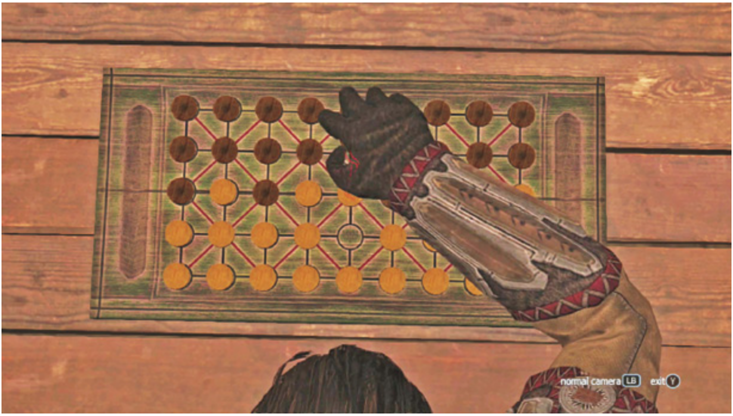
When you capture multiple pieces in one move, this has the initial advantage of putting you in the lead, but it creates open spaces that your opponent might be able to use to counterattack.

Sometimes it makes more sense to capture fewer pieces and move your own piece to a safe position (inside a diamond rather than on a cross) or to a position where it blocks your opponent's potential moves.

When you reach the end of a game, try to move your remaining pieces toward the center of the board. There you have far more tactical options than on a border or, worse, in a corner.

To win a game, it can be useful to sacrifice one of your own pieces to force your opponent's pieces toward the outer edge of the board (via an "away" capture), enabling you to corner them.

The most important skill to learn in Fanorona is the small sacrifices of the late game. You can get a large lead and still blow it all at the end if you can't learn how to force the opponent into trades. Your opponent never gives up and is happy to wait for hours just moving one piece back and forth while ignoring you. You MUST present stones so that the computer has to take them. And you must have other stones set up that won't be killed in the combo and that can take advantage of the enemy piece that you forced into the trade.



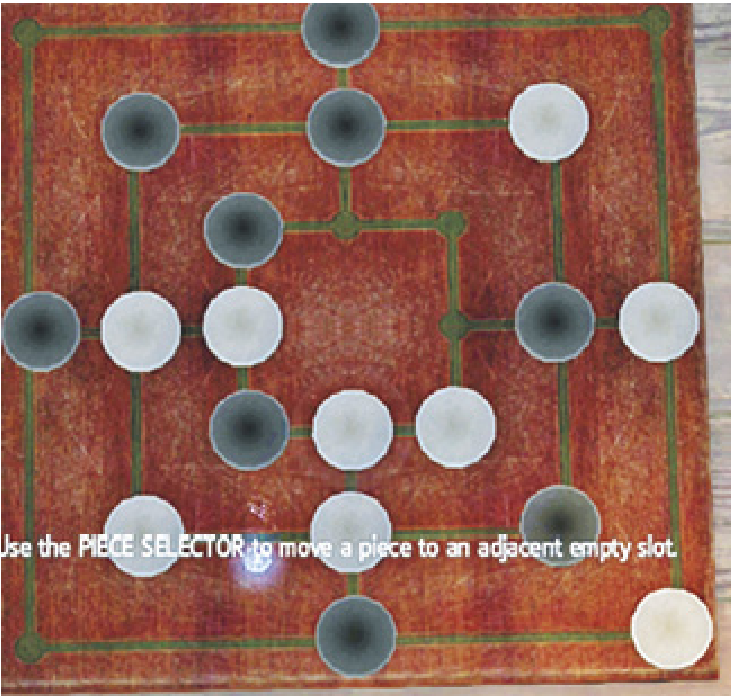
To do this, carefully approach each computer stone in the late game and make sure they have only a single angle of attack on your pieces. Trace it out in front of you, and have another stone in position to take the attacking piece without being taken itself. This often involves having the board on one side of your secondary stone or blocking every new avenue of movement for the attacking stone.

Nine Men's Morris is a long version of Tic-Tac-Toe. You're trying to line up mills, which are a series of three stones. When you succeed, you get to remove an enemy piece of the board. Even getting a single success can be enough to ensure victory in the game if you're careful. Don't try to place stones in a direct 1, 2, 3 order. The computer will know what you're doing and will block this every time. Use proper Tic-Tac-Toe tactics and place your pieces along two converging lines so that the computer might not see what's happening until you're in a place to connect two mills at once, forcing the computer to block one and let the other through.

For example, in the central square, you can place a stone in the upper left, then the lower right, and wait for a free chance to put a third stone in the lower left. This gives you potential mills along the left side and the bottom side. The computer has to block one, but you get the other and can remove the blocking stone because you completed a mill. Your opponent then has to waste another turn blocking the second mill again, giving you even more time to work against them.

Once you get a single mill, your goal is to free enough

wiggle room to move the pieces in the late game back and forth to connect the mill again and again. Try to place a piece in a position beside your mill to give this movement leeway to one of the pieces in your trio. Once you can spend late turns sliding a mill out of position and then back, you'll destroy your opponent. Target the pieces they are using to set up a mill, and you'll be in great shape quite soon.



Use the PIECE SELECTOR to move a piece to an adjacent empty slot

NINE MEN'S MORRIS TIPS

Try to put your pieces on intersections, as this is where you will have the most tactical options.

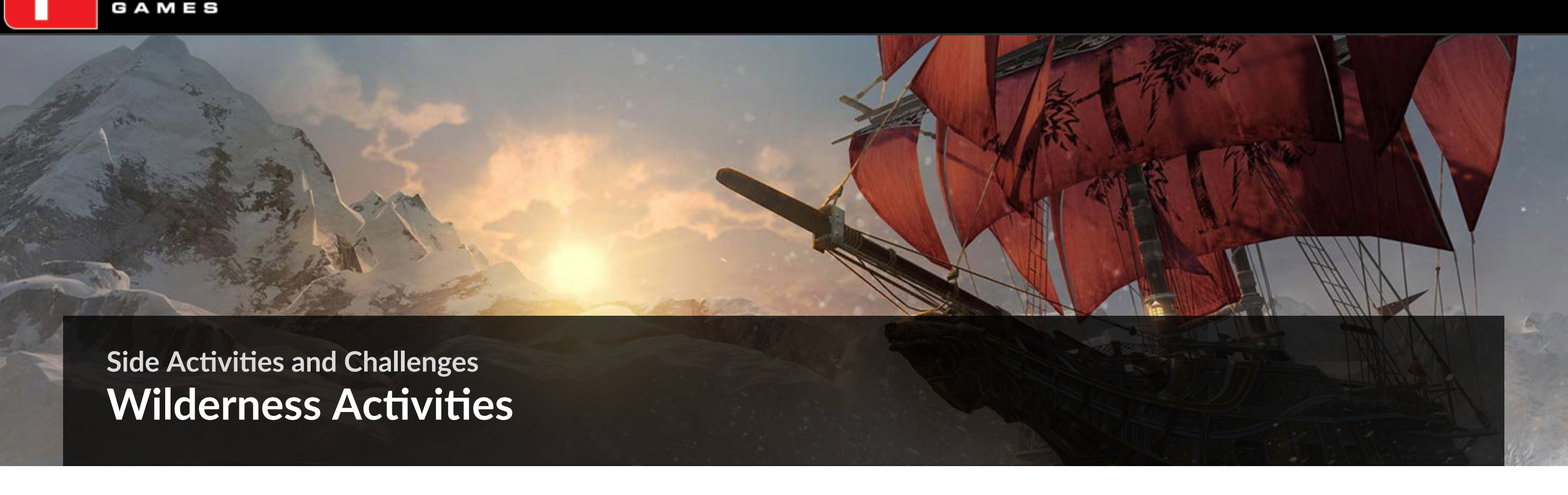
Once you have secured an intersection, work your way toward opening two possible mills at the same time. Your opponent can block only one, enabling you to create the mill in the other position.

SAVE CITIZENS

LOCATION: Inside towns and cities

REWARD: Free crew

Look for yellow circles while moving around town. These often represent citizens who are in trouble. Follow the directions that appear onscreen. You might have a simple fight, but sometimes the people are in even more danger and might be killed if you approach . These tasks require stealth, so use Sleep Darts on the targets in the rear of the group and then close in for the kills.



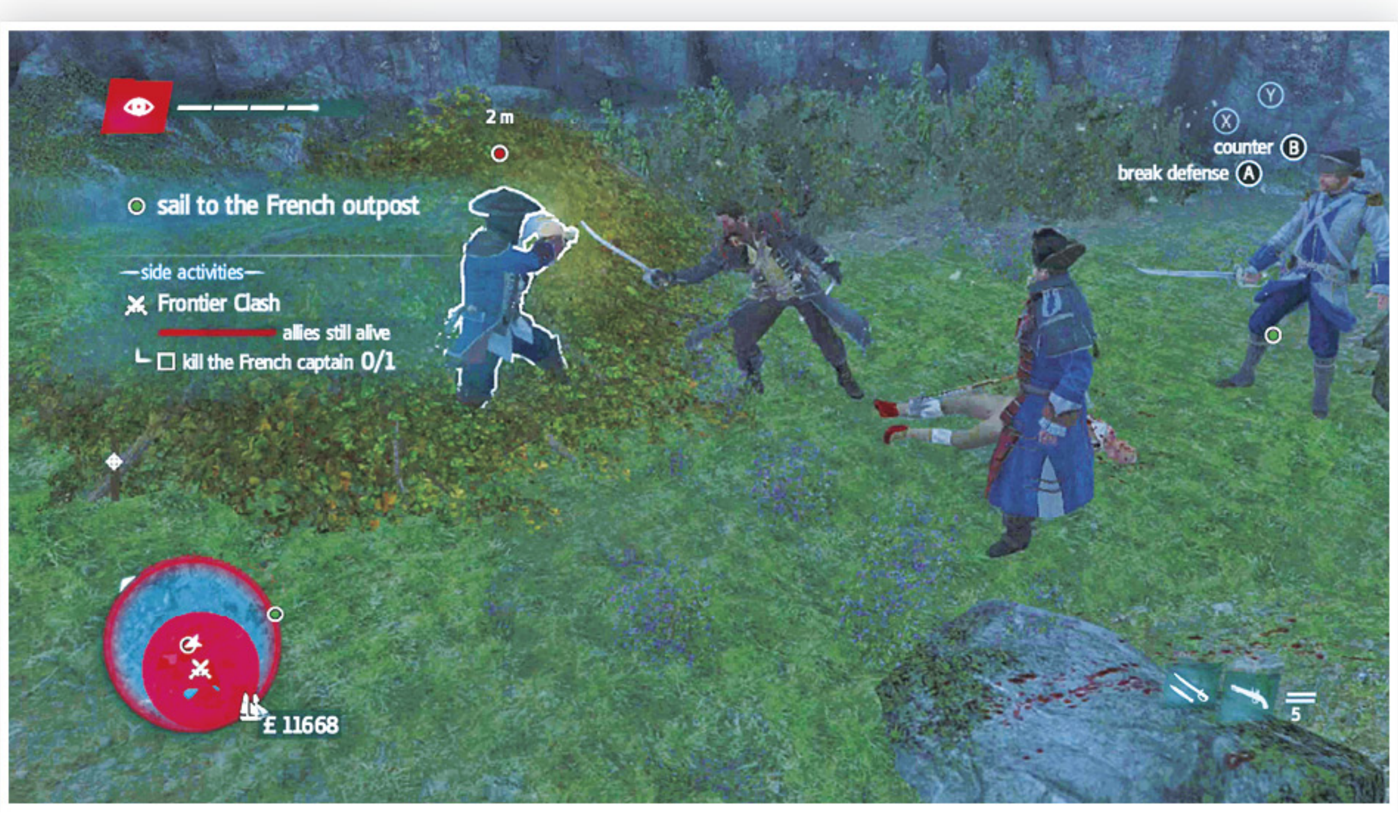
Side Activities and Challenges

Wilderness Activities

FRONTIER CLASHES

LOCATION: Deep in the wilderness

REWARD: Minor loot



Sometimes you come upon French and British forces that are engaged in battle. Help out by killing the leader of the enemy forces and then destroying their flag in the center of the battlefield.

If you're worried about wading into the skirmish, use ranged weapons to pick off the captain while everyone else fights around them. This uses some of your ammo, but it's much safer for people who aren't comfortable in larger sword fights.

The flag is the easy part. It's not usually defended, and you can take care of it before or after you eliminate the captain from the fight.

HUNTING CHALLENGES

LOCATION: Wilderness towns

REWARD: Money, easy hunting

Don't assume that everything fun to do is inside towns and cities. When you explore the deeper wilderness near frontier towns, you sometimes find Hunting Challenges. These small activities require you to hunt and take down multiple animals, all within a decent time limit. Once you're done, you get rewarded with free cash.

Targets regenerate faster than normal, so the hunting is much faster and more effective than in the normal wilderness. You don't get to keep the pelts that you turn in for the challenge, but you can still kill rare animals and then intentionally fail the challenge and skin them afterward. This isn't useful for hares or deer, but it's not a bad way to get extra black wolf pelts.

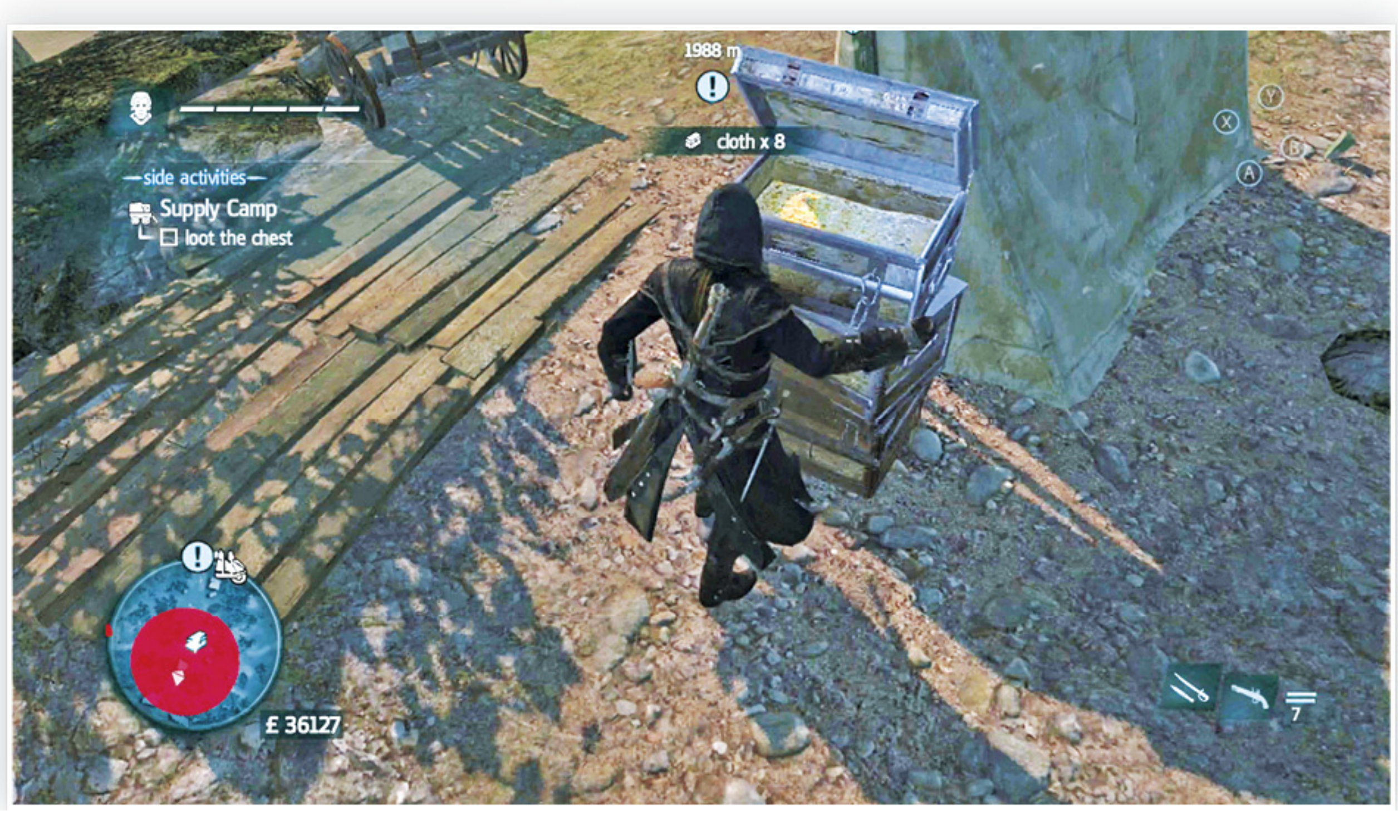
LOCATION	GOAL
Black Ridge	2 Black Bear Pelts
Fleur-de-vent	5 Beaver Pelts
Greystone	5 Deer Pelts
Île des Pins	2 Black Bear Pelts
Marais Rocheux	5 Hare Pelts
Mont Saint Denis	5 Hare Pelts
Old Growth Forest	5 Deer Pelts
Old Growth Forest (2)	5 Grey Wolf Pelts
Or-du-Nord	2 Black Wolf Pelts
Red Bank	5 Deer Pelts
Riviere Aurifere	1 Eastern Elk Pelt and 4 Deer Pelts
Ruisseau du Renard	5 Fox Pelts
St. Nicolas	2 Black Bear Pelts
Twin Snake Path	2 Grey Wolf Pelts
Vallée Verte	2 Fox Pelts and 2 Grey Wolf Pelts
Vieille Carriere	5 Beaver Pelts

Talk to innkeepers to find out the locations of various supply camps around the world. They're easy to loot once you get to the location. Fight through a moderately large group of guards, and take the chest. That's all there is to these fast activities.

STEAL FROM SUPPLY CAMPS

LOCATION: Various wilderness locations

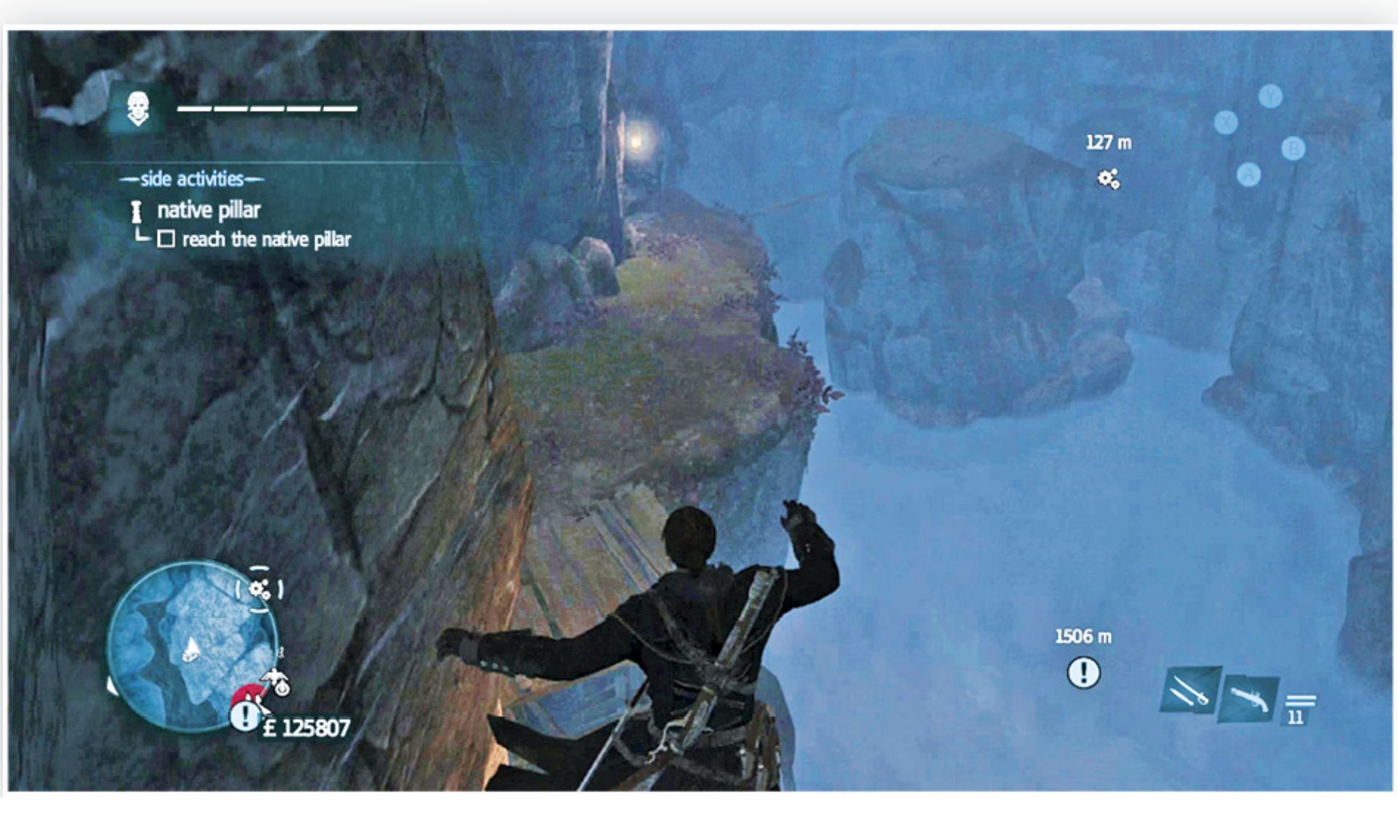
REWARD: Money and resources



NATIVE PILLARS

LOCATION: Wilderness areas

REWARD: Special armour



Look in the "Collectibles" chapter to find out where to go for this quest. You get it in Orenda and then must locate seven Native Pillars that are hidden in and around caves. These are climbing and exploration puzzles, and you play a minigame at the end to get special Totems.

Once you have them all, you return to Orenda for your prize.

ISLANDS

LOCATION: On the water

REWARD: Collectibles

throw bomb
1571 m
£ 2549

Not every location is populated. There are dozens of islands to explore throughout the North Atlantic and the River Valley. Land your ship somewhere close to the islands and swim ashore to start exploring.

SHIPWRECKS

LOCATION: Along Coastlines and Islands

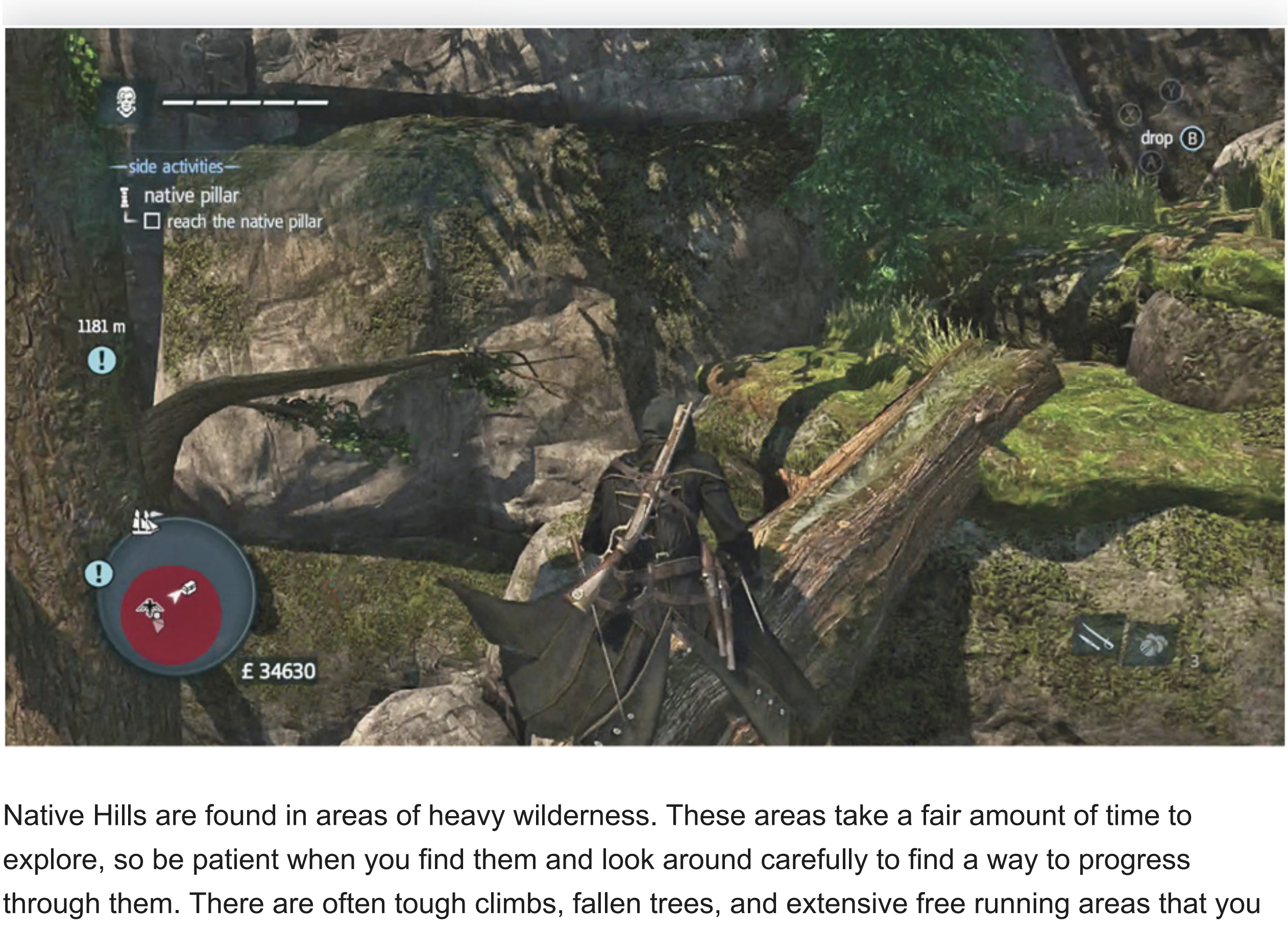
REWARD: Collectibles

Damaged vessels are sometimes seen along coastlines or near islands. Something terrible happened to these ships, and their crew has abandoned the area. That creates an opportunity for Shay. Explore the area around the damaged vessel and hunt for collectible items; they're often spread out over a wide area because of whatever calamity befell the ship.

NATIVE HILLS

LOCATION: Deep wilderness

REWARD: Extensive collectibles



Native Hills are found in areas of heavy wilderness. These areas take a fair amount of time to explore, so be patient when you find them and look around carefully to find a way to progress through them. There are often tough climbs, fallen trees, and extensive free running areas that you have to navigate before reaching the end of the hill.

Collectible items and Native Pillars are both a key part of most Native Hills. Be on the lookout for these useful items as you explore. It's worth taking several extra minutes to get every item in the region so that you don't have to come back later unless you're in the mood to simply explore and enjoy the wonderful scenery.

ICE CAVES

LOCATION: Northern wilderness

REWARD: Extensive collectibles

—side activities—
native pillar
reach the native pillar
hang
1512 m
44 m
£ 125807

Ice Caves are wilderness locations that have extensive collectibles, but require a fair amount of time to explore. These are frequently paired with Native Totems, so you're able to work on your Native Outfit quest, obtain other high-end collectibles, and explore all at the same time.

Look for a cave icon while traveling up to new locations that are in the colder, northern portion of the maps. These icons let you know that an Ice Cave is present in the area. Once you dock your ship, go into the wilderness and look for the cave's entrance. Find it and go through the cave to get all of the treasure that's there.

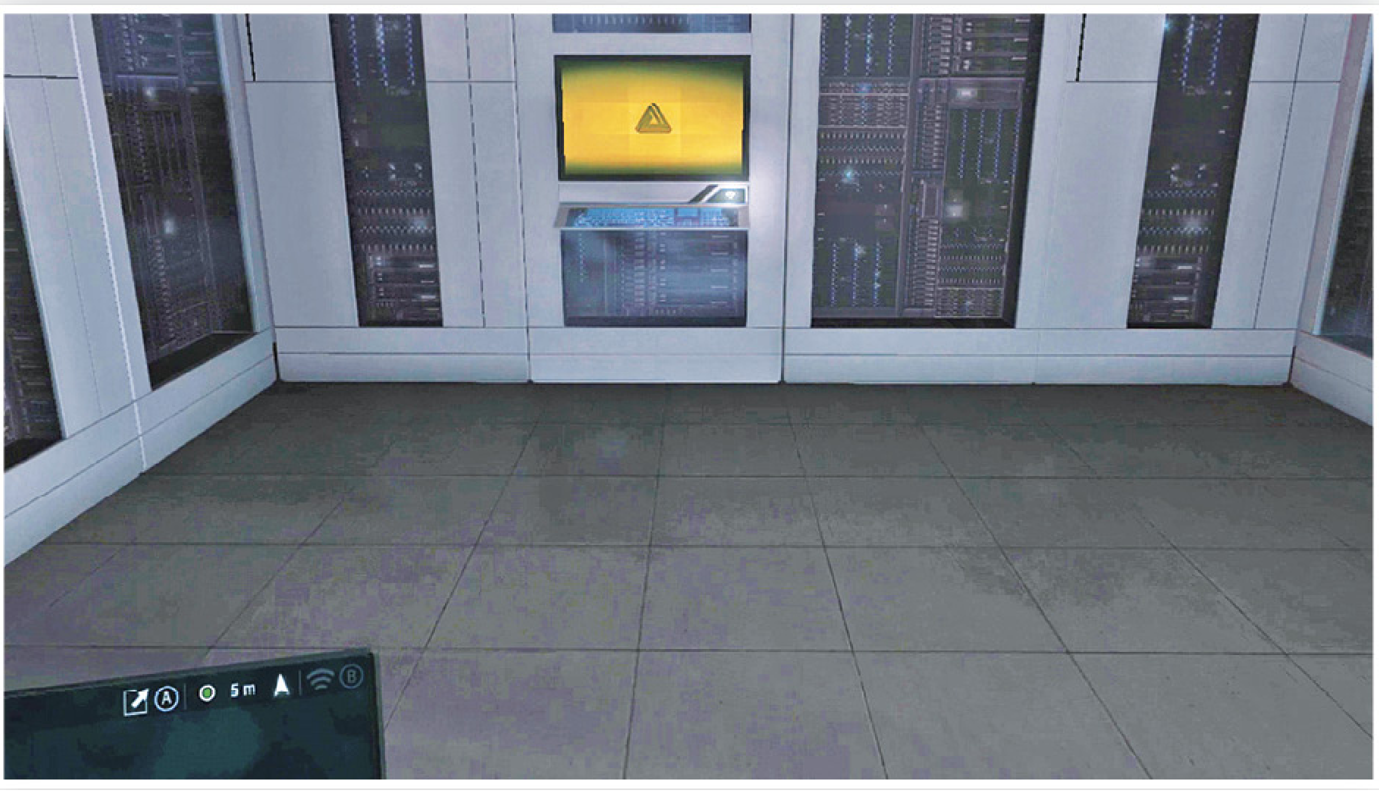
These are most lucrative after you have access to grenades. There are sometimes sections of these caves that you can't explore without detonating a grenade to shatter walls of ice.

Your free running skills need to be at their best inside these caves. There are sometimes rather tricky climbs and jumps that may be difficult to see. Don't get discouraged if you can't access an item that appears on the map. Stop, look around and above your character, and then make a plan to reach the next portion of the cave. Slow and steady wins the race when it comes to cave exploration.

FIXING COMPUTERS

LOCATION: Abstergo Corporate Office

REWARD: Interesting background files



COMPUTER	REWARD	LOCATION
1	Inspiration: Al Mualim	2nd Floor: Server Room, Upper-Left
2	Vidic's New Recruit	Lobby: Server Room, Left Side
3	Florence goes FUBAR	Lobby: Upper-Left
4	Inspiration: Haytham Kenway	2nd Floor: Near Elevator
5	The Soldiers	2nd Floor: Locked Room on Right Side
6	The Ankh	2nd Floor: Center of Cubicle Farm
7	Inspiration: Daniel Cross	Lobby: Just outside of elevator hallway
8	The Leaders	2nd Floor: Upper-left Meeting Room
9	Sigma Team's Most Wanted: The Cult	15th Floor: Entrance Area
10	The Koh-i-Noor	2nd Floor: Locked Room on Right Side
11	Sigma Team's Most Wanted: Cross Training	Basement: Server on Left Side
12	Inspiration: Duncan Walpole	Basement: Top Side of X Room
13	Inspiration: Baptiste	15th Floor: Server Room on Upper-Right Side
14	New Orders	2nd Floor: Locked Room on Left Side
15	Sigma Team's Most Wanted: The Dead	2nd Floor: Locked Room on Upper-Right
16	Lindsifarne	2nd Floor: Left side of Cubicle Farm
17	Cairo Debrief	2nd Floor: Locked Room on Upper-Right
18	The Box	Lobby: Top Side, on Right
19	Paris	Lobby: Just past elevator hallway
20	Sigma Team's Most Wanted: The Support	Basement: Right side of X Room

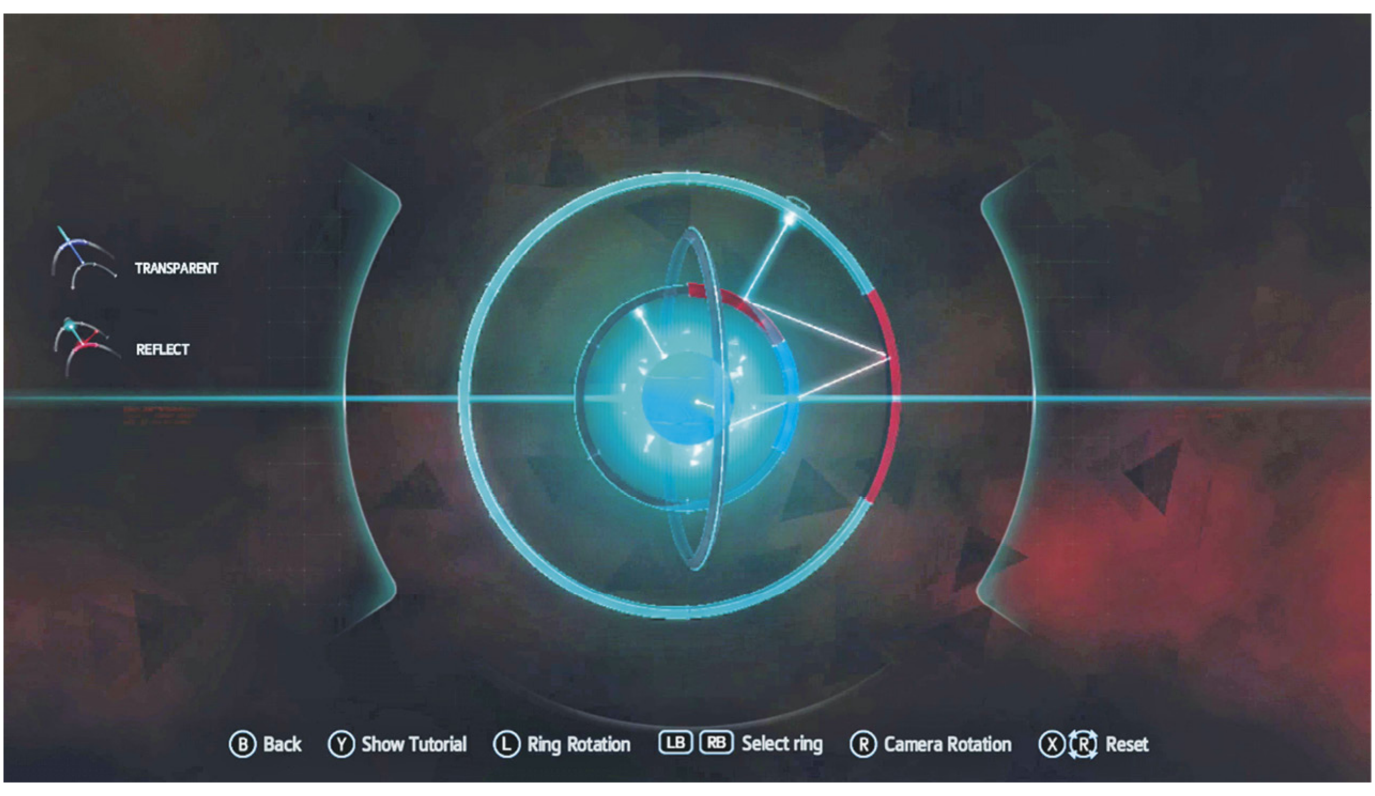
There are 20 broken computers in the Abstergo office. You have to fix some of them to help the plot proceed, but many of the computers are optional. Each one has a minigame where you need to light up sections of a sphere to get the system working. Use the outer circles to move lines of power around so every section gets a single point of power, and no more. This is incredibly easy when there aren't any complicated mechanics; you only need to get each circle into position and watch the sphere turn blue. Once it's all lit, you're done.

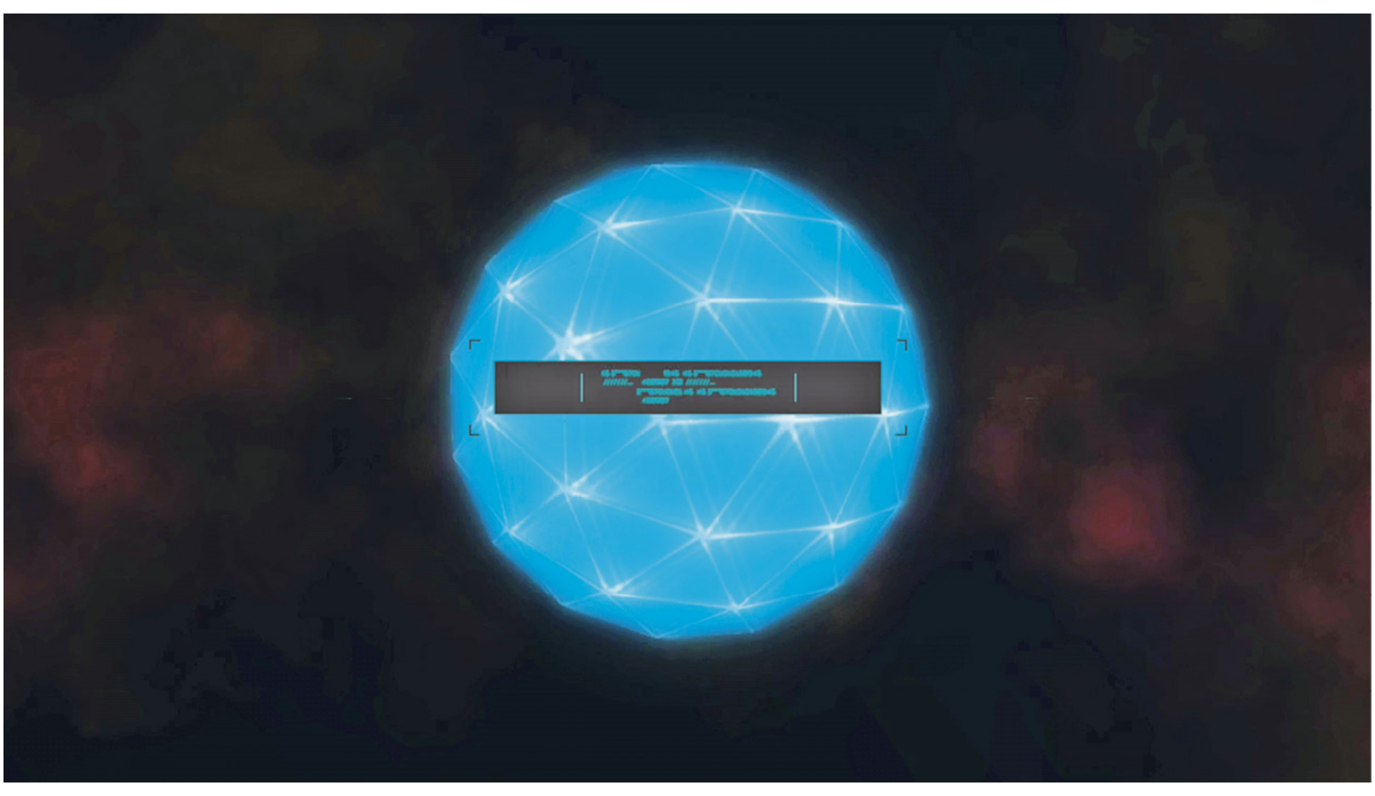
However, there are more involved mechanics on quite a few of the systems. Some of the beams have to pass through gates that refract their direction or split the beam in two. When that happens, you must account for these changes, ensure that no section is touched twice, and that all of them have a source of power.

This gets much easier once you're in front of the game and can toy around. It's rather fun.

To find the computers that need fixing, use your minimap or main map. Many of the systems are behind security doors and won't be reachable until later in the game when you get access to those rooms.

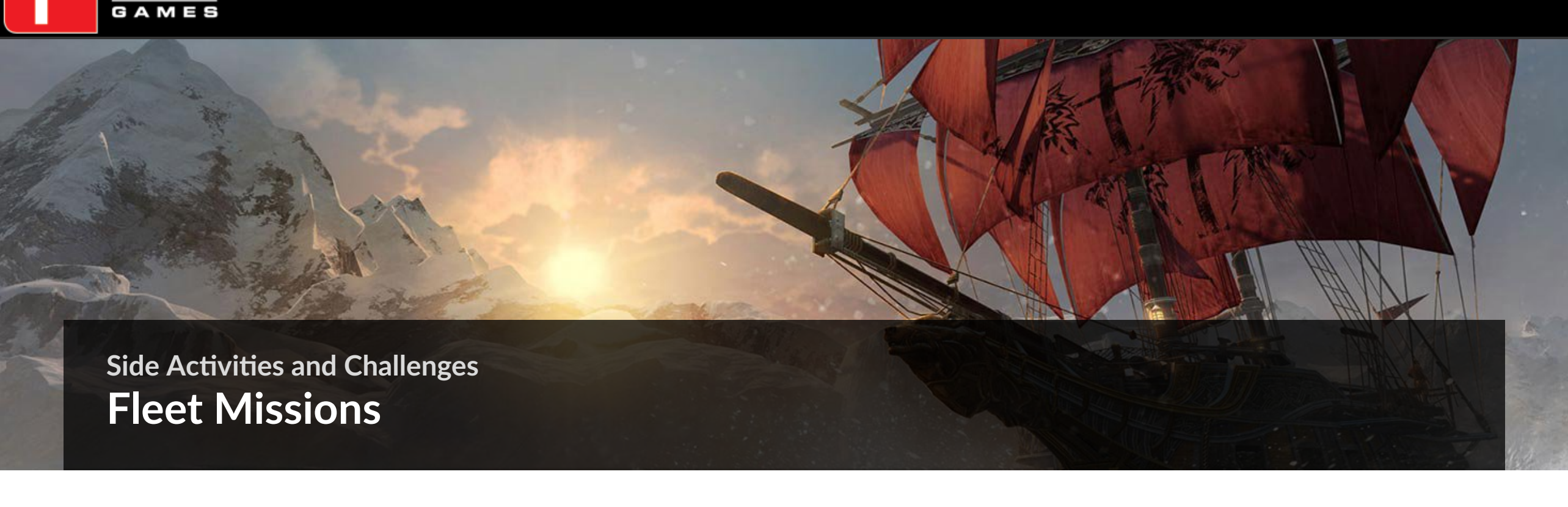
Be careful about working on these systems before you get to the end of the game. If you want to get everything done, make sure that all 20 computers are fixed before you complete your last scene in the Abstergo offices. Otherwise, you lose access to them.





Many of the puzzles are solved within a minute just by getting each circle to light and switching one of them around at a time to see what isn't working. You don't even need a master plan or a deep understanding of the sphere. You move each circle slowly and see what lights up.

For the toughest ones, you may have to stop and figure out what's going on. For instance, one of them has four circles that have to light six sphere sections. But there are two splitters, and that gives you six beams to play with. Okay, that sounds easier, but it's tough to get the beams to hit different areas. Set the split beams up before anything else to see how you can get them to nail four of the sections, and then manipulate the circles to light the final two pieces.



Side Activities and Challenges

Fleet Missions

Late in Sequence 03, you unlock Fleet Missions. They're started in your ship's captain's cabin or in forts and headquarters that you've taken over. Approach the map that is marked in these areas and use them to go into the Fleet Mission menu.

During these, Shay sends the ships that he's captured out to earn money, collect rare items, and help the British win the war on the seas. You establish a fleet by boarding other vessels and choosing to "Add Them to Your Fleet" after you win the battle. At first, you can only have a few of these in your fleet, but grabbing more gives you the option to expand your docks. This costs more and more money as you get additional ships, but the cost of expanding your docks is reasonable, rather than something you have to save up money for.

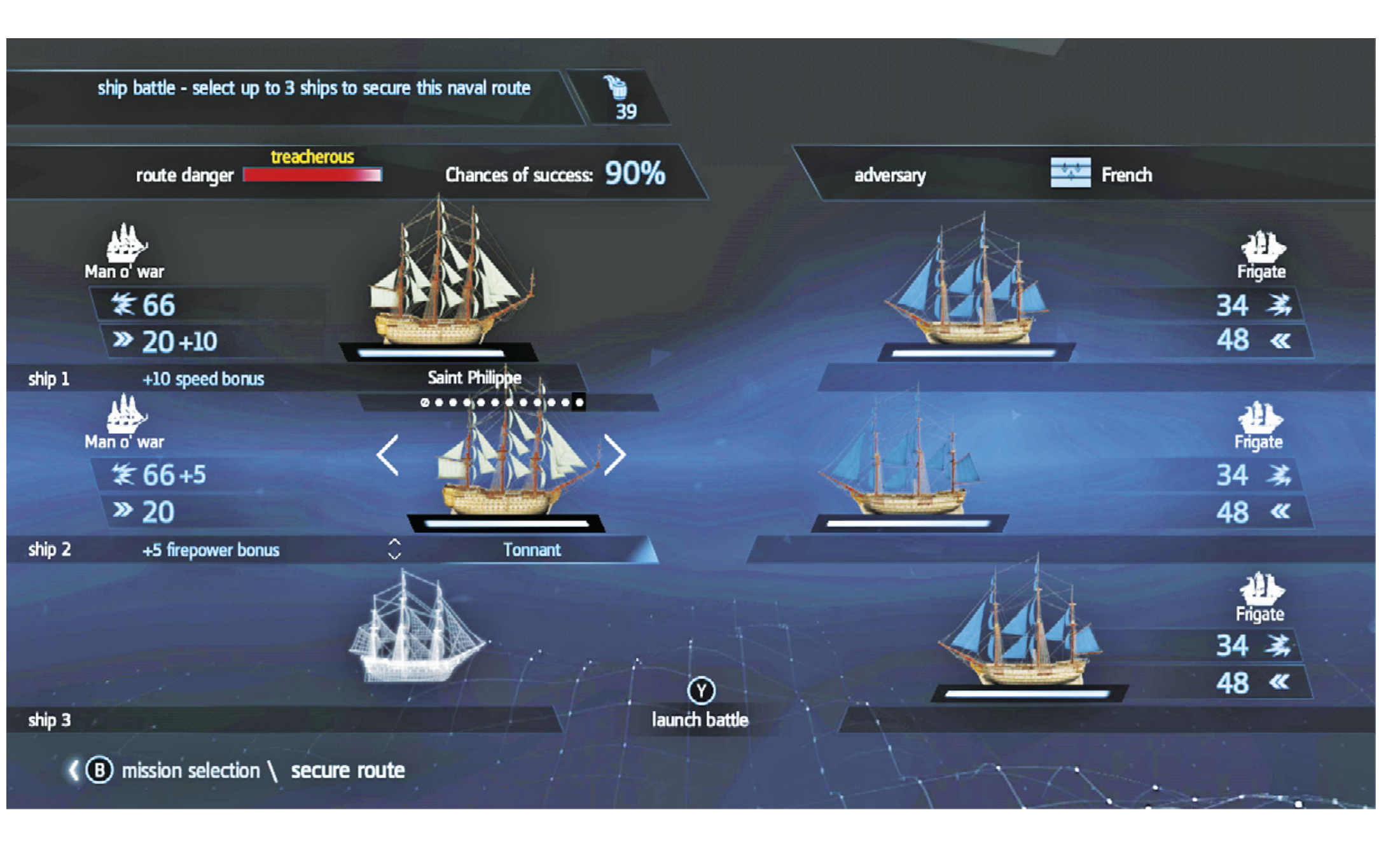
Having a larger fleet allows you to send more ships on missions simultaneously. Although you can only expand your number of missions (and thus, trade routes) by completing the most advanced mission available, you're still able to deploy ships along existing unlocked routes to get bonus cash and resources.

The Naval Campaign

There are several types of cargo that your ships can carry: food, arms, troops, medical supplies, and spies. You sometimes gain these from working on your trade routes, but other times you have to gather a specific amount ahead of time and deliver them to your destination. All of this is shown in the Fleet Mission screen. If you are lacking on any resources, go through your trade routes and see which ones provide the resources that you need. Have your spare ships working constantly on these easy routes to keep your stockpile of goods as high aspossible.

Once you've directed a ship to start a mission, a timer starts before you find out if a fleet mission has been successful. Go ahead and leave the Fleet Mission screen while the timer counts down; it'll keep going and let you continue with your own business.

If you don't have a ship that is strong enough to succeed in the mission, go after the trade routes in that area and fight smaller battles to clear away the enemies. This raises the chance of success dramatically and is very useful when you don't have heavier ships (like men-o'-wars) to power through the missions.


ship battle - select up to 3 ships to secure this naval route
39
route danger
treacherous
Chances of success: 90%
adversary
French
Man o' war
66
20 +10
ship 1
+10 speed bonus
Saint Philippe
Man o' war
66 +5
20
ship 2
+5 firepower bonus
Tonnant
ship 3
launch battle
Frigate
34
48
Frigate
34
48
Frigate
34
48
B mission selection \ secure route

Saint Philippe
Frigate
Battle won!
Tonnant
Frigate
Frigate
38
B

Smaller, faster vessels have shorter timers. It's usually worthwhile to send the smallest ship that has enough cargo space to get the job done. Use your heavier vessels for clearing the way, and send your smaller ships to get the mission done quickly and efficiently.

All Fleet Missions can be replayed

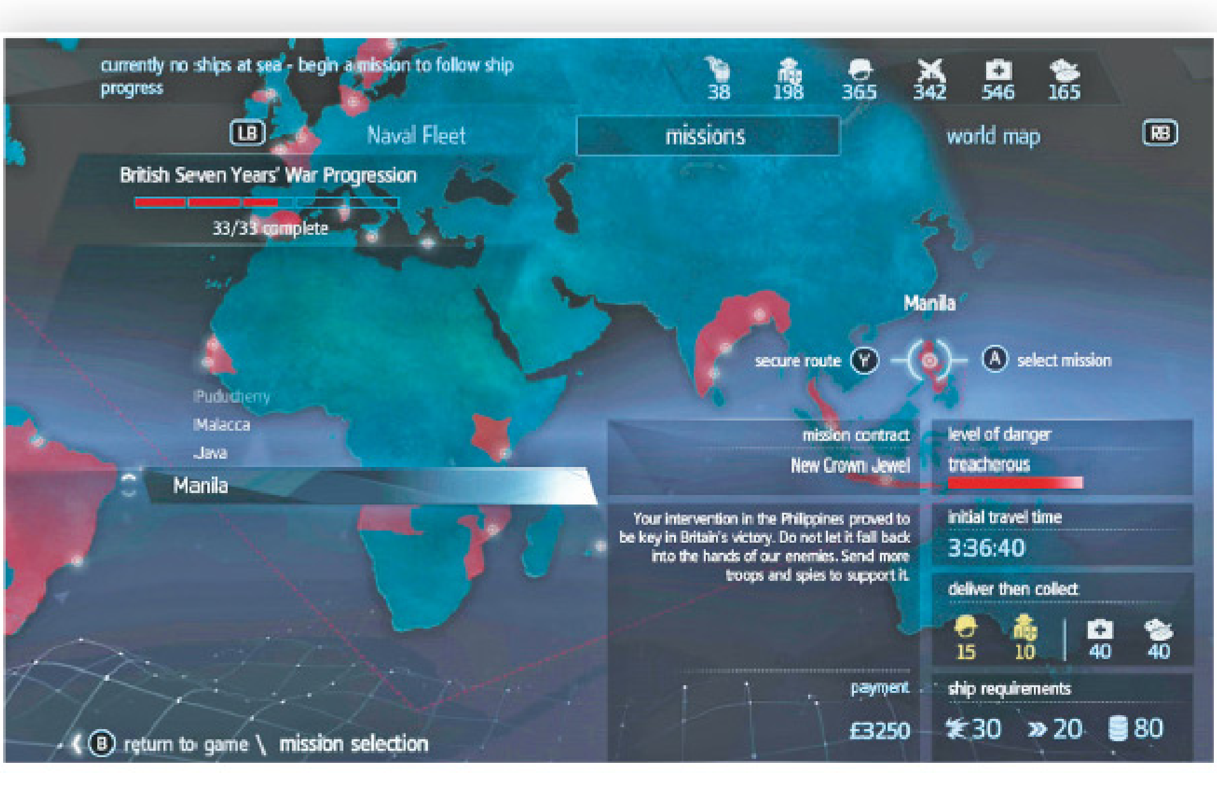
for additional cash. The amounts aren't very high once you're in the late game, but earlier on they're a solid way to give yourself more income. Send multiple ships at once to clear out multiple missions that have already been unlocked. You won't get new achievements or challenges for doing this (it's all about the money).

If you encounter a trade route that is too tough to take out with the ships you have at your disposal, just back out. Every time you go into the Trade Route screen, the battle is randomized. A fight against three men-o'-wars might become two brigs and a frigate the next time you come in.

BRITISH SEVEN YEARS' WAR

FLEET MISSIONS: 33

REWARDS: Extensive collectibles and money, unique unlockables


currently no ships at sea - begin a mission to follow ship progress
38
198
365
342
546
165
LB
Naval Fleet
missions
world map
RB
British Seven Years' War Progression
33/33 complete
Manila
secure route
select mission
Puducherry
Malacca
Java
Manila
mission contract
New Crown Jewel
level of danger
treacherous
Your intervention in the Philippines proved to be key in Britain's victory. Do not let it fall back into the hands of our enemies. Send more troops and spies to support it.
initial travel time
3:36:40
deliver then collect
15
10
40
40
payment
£3250
ship requirements
30
20
80
B return to game \ mission selection

FLEET MISSION	REWARDS	NEXT MISSION
Louisiana	720 Pounds, Aveline Figurehead	Florida
Florida	371 Pounds, Spanish Conquistador Helmet	Savannah
Savannah	319 Pounds, Savannah Collectible	Barbados
Barbados Mission	889 Pounds, Admiral Lion's Pistols	Cap-Français
Cap-Français	618 Pounds, Engraving of François Mackandal	Le Havre
Le Havre	1,473 Pounds, Ruinous Reinette	Brest
Brest	1,426 Pounds, Admiral Lion Wheel	Havana
Havana	510 Pounds, Cuban Salvage	Carrickfergus
Carrickfergus	1,298 Pounds, Irish Flag	Lagos
Lagos	1,392 Pounds, Statue of São Gonçalo	Gibraltar
Gibraltar	1,514 Pounds, Spanish Sword	Belem
Belem	1,383 Pounds, Dead End	Rio de Janeiro
Rio de Janeiro	2,013 Pounds, British Lion Sails	Cartagena (Story Progress Required)
Cartagena	1,668 Pounds, Mediterranean Defense	Buenos Aires
Buenos Aires	2,725 Pounds, Relic of Pedro de Mendoza	Goree Island
Goree Island	1,626 Pounds, A Door of No Return	Saint-Louis
Saint-Louis	1,538 Pounds, African Mask	Luanda
Luanda	2,421 Pounds, Golden African Wheel	Copenhagen
Copenhagen	1,726 Pounds, 18th-Century Mariner's Compass	Gothenburg
Gothenburg	1,489 Pounds, Admiral Lion Sword and Dagger	Stockholm
Stockholm	1,517 Pounds, the Swedish Levant Company	Sardinia (Story Progress Required)
Sardinia	2,356 Pounds, British Lion Figurehead	Malta
Malta	1,278 Pounds, the Hospitaller's Plea	Crete
Crete	1,074 Pounds, Dancing Cretan Bull Mosaic	Isle de France
Isle de France	3,749 Pounds, Gilded French Sails	Mozambique
Mozambique	3,719 Pounds, the Omani Arabs	Mombasa
Mombasa	4,229 Pounds, Portrait of Ahmad bin Said al-Busaidi (Sultan of Oman)	Calcutta
Calcutta	4,646 Pounds, the Kingdom of Mysore	Yanaon
Yanaon	3,399 Pounds, India Flintlock Pistols	Puducherry
Puducherry	4,438 Pounds, Mysorean Rocket	Malacca
Malacca	1,942 Pounds, Admiral Outfit	Java
Java	3,767 Pounds, Javanese Gong	Manila
Manila	4,333 Pounds, the Manila Galleons	Completion of Fleet Mission

ABSTERGO CHALLENGES

These challenges are an in-game achievement system. They track various activities that you do both in and out of battle, and they'll reward you with special cheat abilities. The cheats can't be used to make new progress, but they're a fun option when you'd like to goof around.

There are 70 challenges in all, and you get a reward for every five that you complete. These are available from the beginning of the game, so try them whenever you're interested.

CHEAT REWARDS

CHEAT NAME	CHALLENGES REQUIRED	EFFECT
Immortal	5	You and your ship become immune to damage.
Cornucopia	10	Unlimited ammunition for Shay and the Morrigan.
Fairy Gunpowder	15	Weapons don't require reloading.
Gray Men	20	Shay can't be detected without directly attacking a target.
Master of the Wind	25	Wind is always at your back.
Burn Them!	30	Burning oil does increased damage.
Timeless	35	Locks the day/night cycle.
Lord of Thunder	40	Open conflict always initiates a thunderstorm, and kills will generate peals of thunder.
Big Mouth	45	Shay uses cheesy lines to amaze and entertain.
Hunted	50	You have a constant Wanted level.
Endurance Challenge	55	Shay and the Morrigan stop regenerating health.
Wanted	60	You are always detected by guards.
Veterans	65	All guards have increased damage and health by 200%.
Cailleach's Gift	70	Shay weapons are covered in frost and his crew is transformed to frozen skeletons.

LONE WOLF

Synchronize five Viewpoints

Perform 10 assassinations

Perform 10 air assassinations

Kill 10 enemies from hiding places

Complete three Assassin interceptions

Climb for a total of 500 meters

Perform five double assassinations

Perform 10 escapes from open conflict by using blending or hiding

Dive into water from a height of 45 meters

Hang 5 enemies using Rope Darts

Have 10 enemies killed by another berserk enemy

Complete all Assassin Interceptions

PRIVATEER

Purchase 3 boat upgrades

Sink a ship using the Puckle gun

Capture 3 ships

Plunder 6 warehouses

Capture 3 forts

Sink a ship by ramming it

Unlock 5 taverns

Own 5 different figureheads

Defeat 3 man-o'-war vessels

Plunder 3 warehouses without triggering an alarm bell

Complete 2 legendary battles

Sail a total distance of 120 nautical miles

SCOUT

Collect 10 Animus Fragments

Collect a Templar Map

Collect a piece of the Viking Armour

Collect 50 Animus Fragments

Visit 15 different locations

Collect all Templar Maps

Collect all pieces of the Viking Armour

Collect all 200 Animus Fragments

Synchronize all Viewpoints

Find all Cave Paintings

TRAPPER

Skin 5 animals

Kill a Canadian lynx with the hidden blade

Harpoon a sea animal

Pet 5 dogs

Skin 5 animals

Harpoon and kill 5 sea animals

Craft 5 hero upgrades

Kill a black wolf

Craft all hero upgrades

Skin each type of animal

Harpoon and kill each type of sea animal

WARRIOR

Kill 3 enemies with a grenade

Achieve a 3-enemy kill streak

Kill 5 stalkers

Kill 5 enemies with headshots

Kill 5 enemies affected by a Smoke Bomb within 10 seconds

Achieve a 5-enemy kill streak

Use every type of weapon to kill enemies

Kill 8 guards with grenades

Kill 30 enemies with headshots

Achieve a 7-enemy kill streak

Disarm and kill 3 agile guards with their own weapons

FINANCIER

Pickpocket 200 pounds

Loot 10 bodies

Possess 5,000 pounds

Renovate a building

Free a trade route in the naval campaign

Complete all trading missions in the naval campaign

Renovate 5 buildings

Spend 70,000 pounds

Renovate all buildings

Possess 150,000 pounds

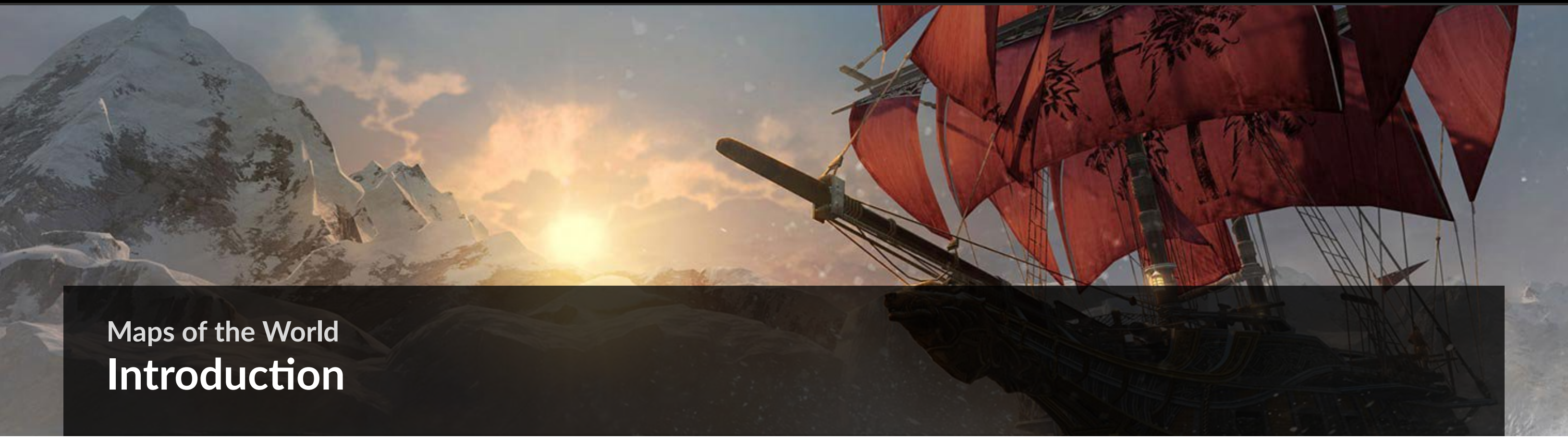
Unlock all destinations in the naval campaign

PERFORMANCE

Get 25% of total synchronization

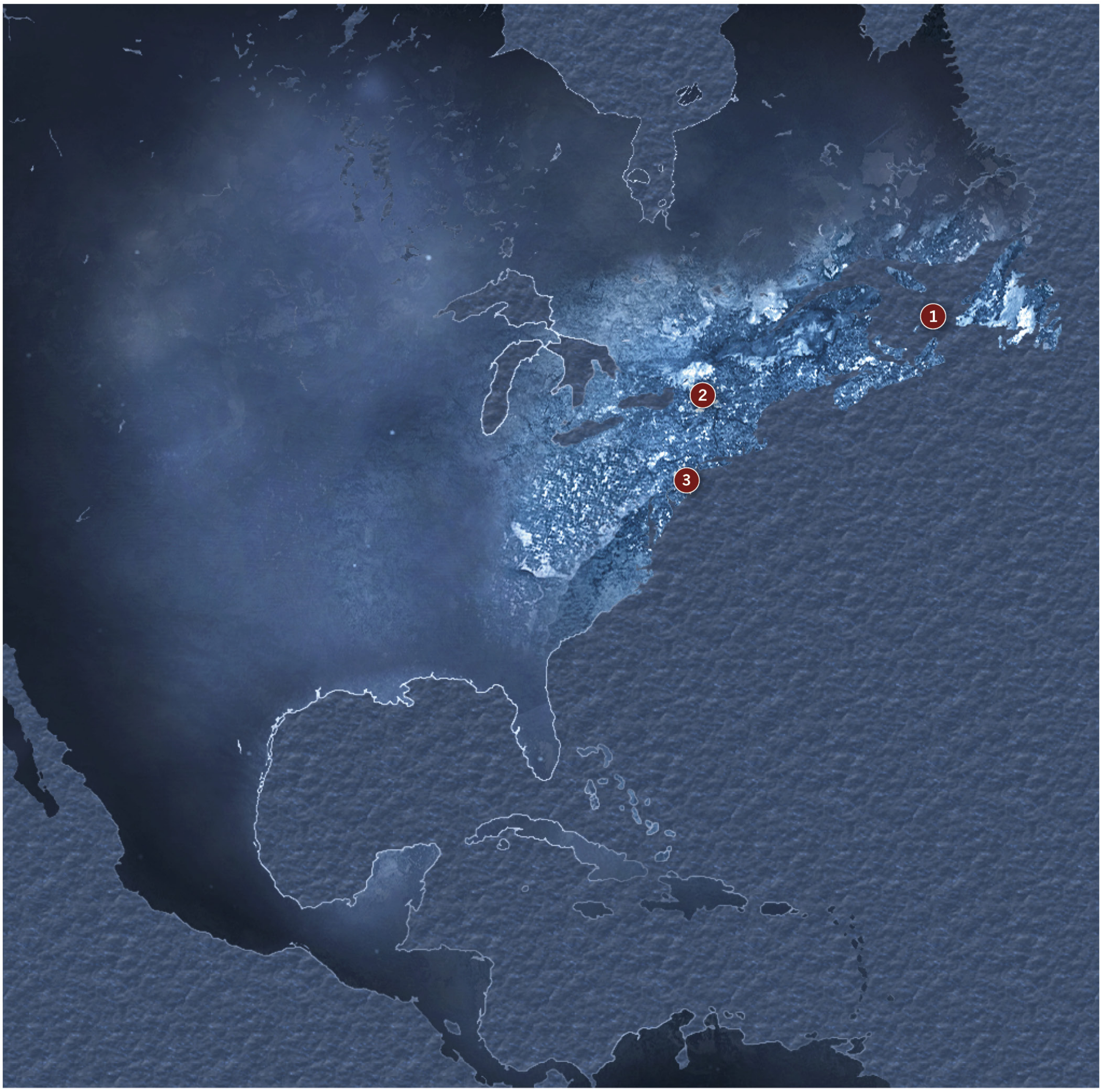
Get 50% of total synchronization

Get 100% of total synchronization

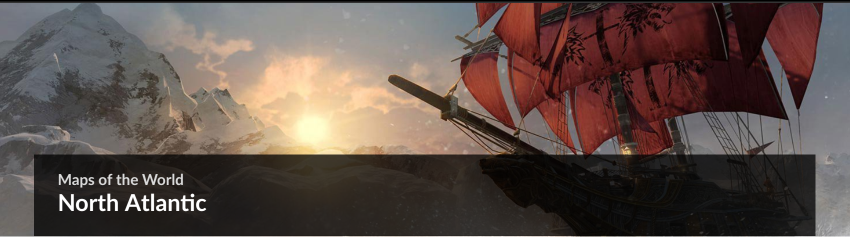


Maps of the World

Introduction



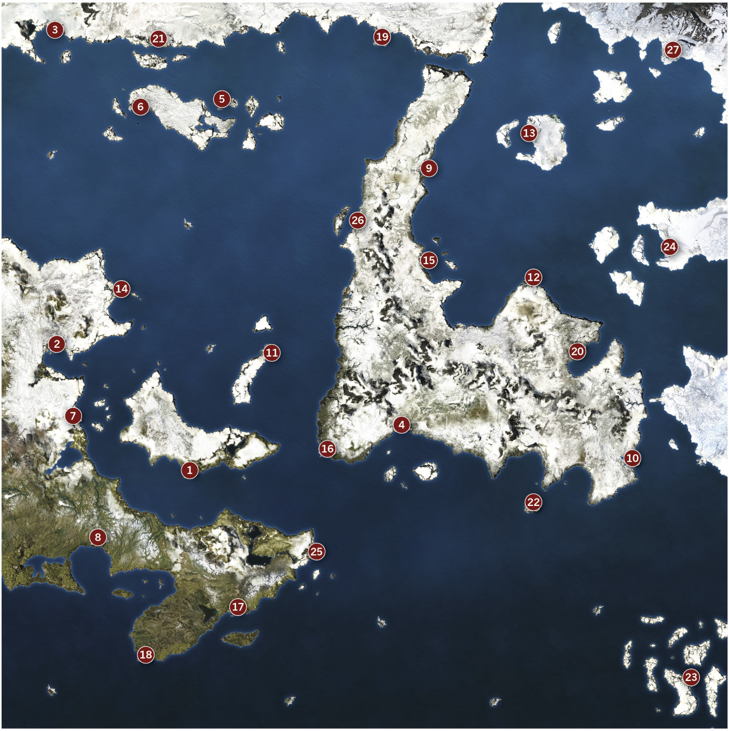
This chapter covers all of the locations in Assassin's Creed: Rogue and shows all of the items that you can discover in each area of the game.



Maps of the World

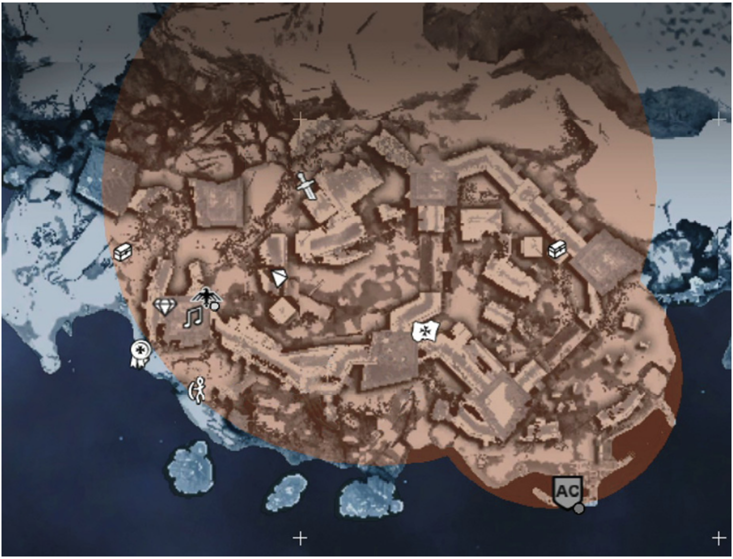
North Atlantic

NORTH ATLANTIC



NORTH ATLANTIC	
1	Port La Joye
2	Le Chmeau
3	Sept-îles
4	Burgeo
5	Port Menier
6	Anticosti
7	Miramichi
8	Nerepis
9	St. Anthony
10	St. John's
11	Grande-Entrée
12	Lewisporte
13	HMS Miranda Shipwreck
14	Percé
15	Harbour Deep
16	Port Aux Basques
17	Halifax
18	Yarmouth
19	Fort Baie Rouge
20	Tera Nova
21	Havre-Saint-Pierre
22	Fort Luis
23	Pearl Island
24	The Sapphire
25	Glace Bay
26	Gros Morne
27	Fogo

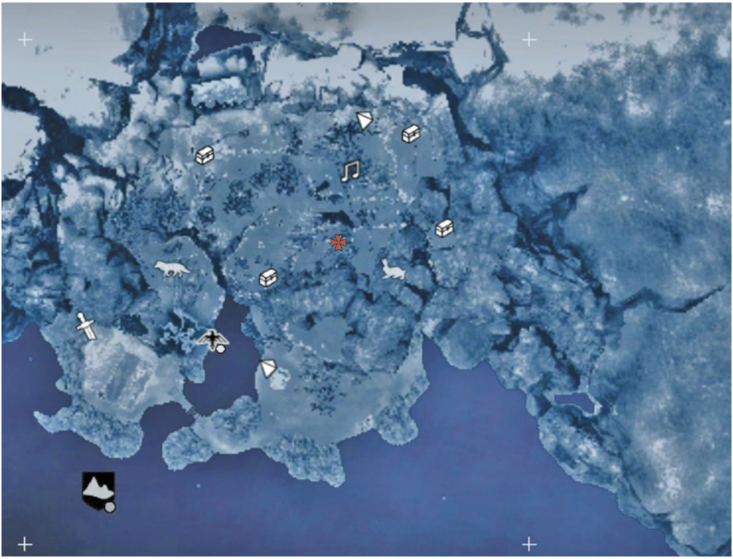
ANTICOSTI (NORTHWEST) — (190, -152)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	2
	Viewpoints	1
	Alarm Bell	1
	Animus Fragment	2
	Viking Sword	1
	Templar Map	1
	War Letter	1

	Cave Painting	1
♫	Shanty	1
💎	Prosperity Fragment	1

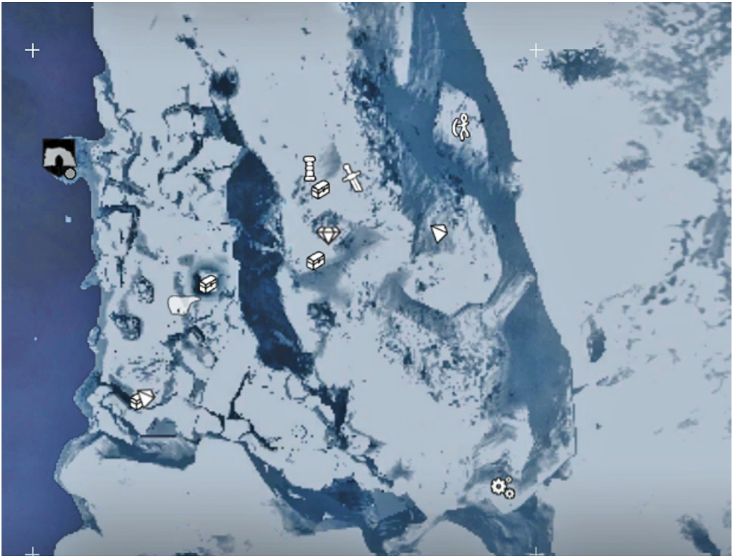
BURGEO (CENTER) — (554, -585)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	4
	Viewpoint	1
▽	Animus Fragment	2

♫	Shanty	1
🗡	Viking Sword	1
⬆	Renovations	1
🐇	Arctic Hare	N/A
🦊	Arctic Fox	N/A

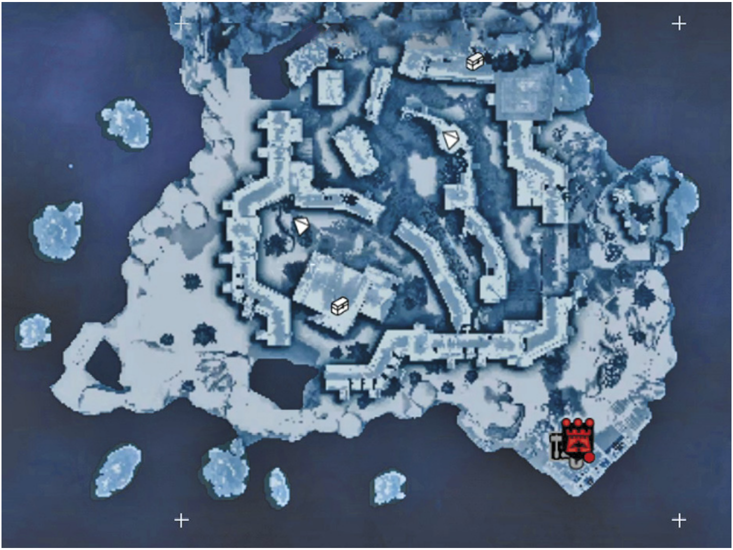
FOGO (NORTHEAST) — (913, -69)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	4
	Animus Fragment	2
	Prosperity Fragment	1
	Viking Sword	1
	Cave Painting	1
	Blueprint	1
	Native Pillar	1
	Polar Bear	N/A

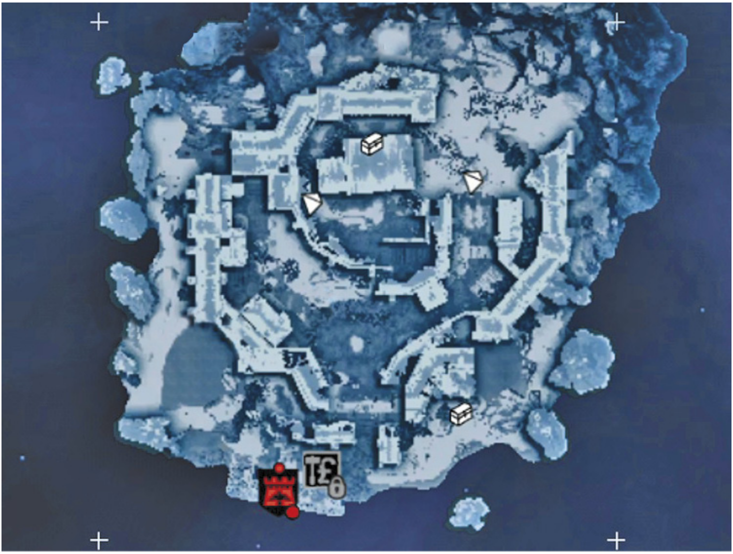
FORT BAIE ROUGE (NORTH) — (523, -55)

ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	2
	Animus Fragment	2
	Fort	1
	Harbormaster	Yes



FORT ST. LOUIS (SOUTHEAST) — (724, -698)

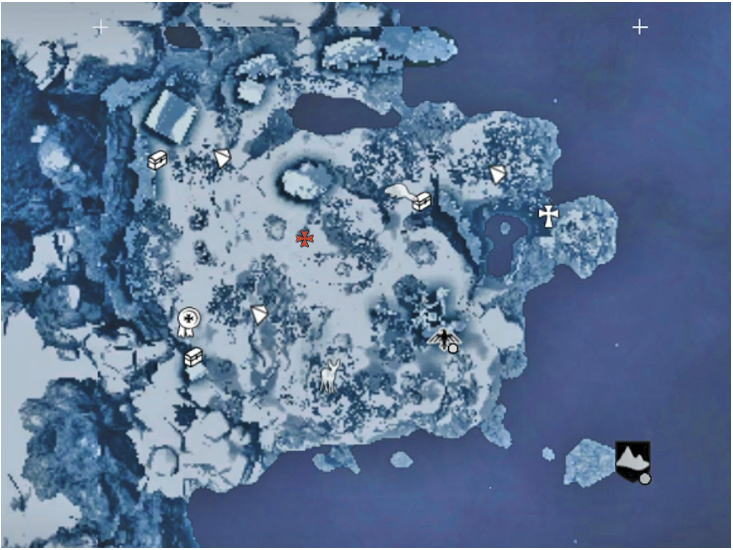
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	2
	Animus Fragment	2
	Fort	1
	Harbormaster	Yes



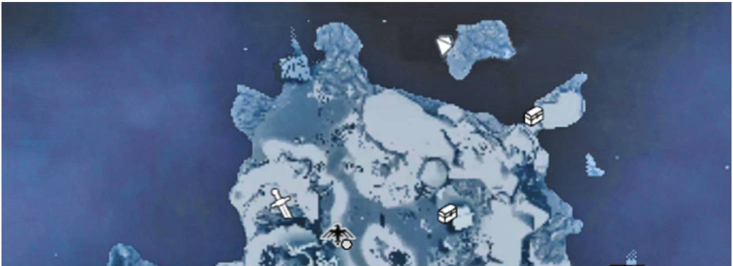
GLACE BAY (SOUTHWEST) — (429, -757)

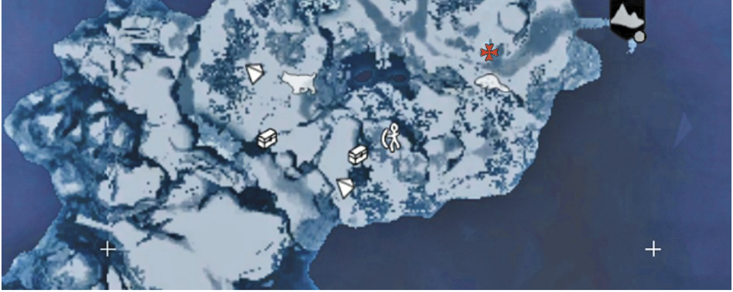
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	3
	Viewpoint	1
	Animus Fragment	3
	War Letter	1
	Renovations	1
	Beaver	N/A
	Deer	N/A

✠	Templar Armour	1



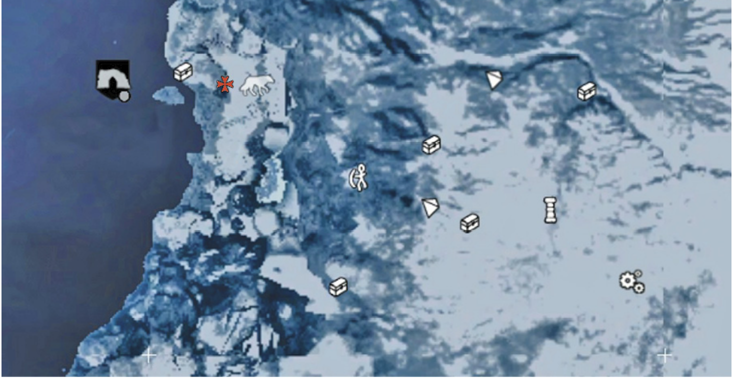
GRANDE-ENTRÉE (CENTER) — (371, -479)





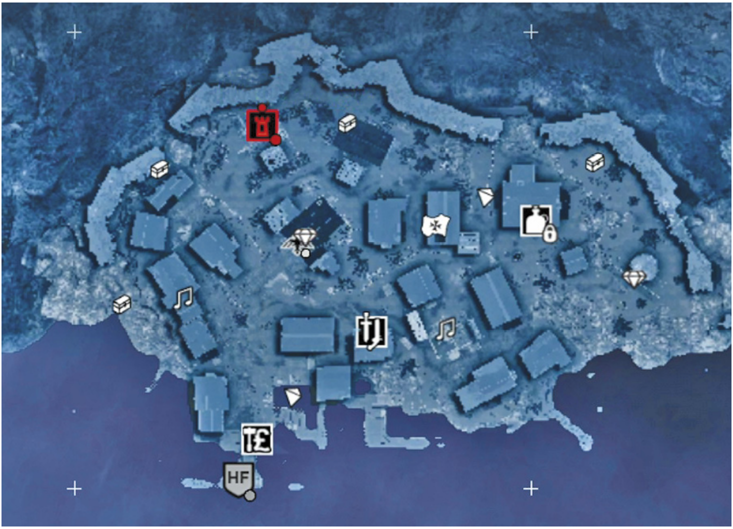
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	4
	Viewpoint	1
	Animus Fragment	3
	Viking Sword	1
	Cave Painting	1
	Beaver	N/A
	Canadian Lynx	N/A

GROS MORNE (CENTER) — (486, -307)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	5
	Animus Fragment	2
	Cave Painting	1
⚙	Blueprint	1
	Native Pillar	1
	Arctic Wolf	N/A
✠	Templar Armour	1

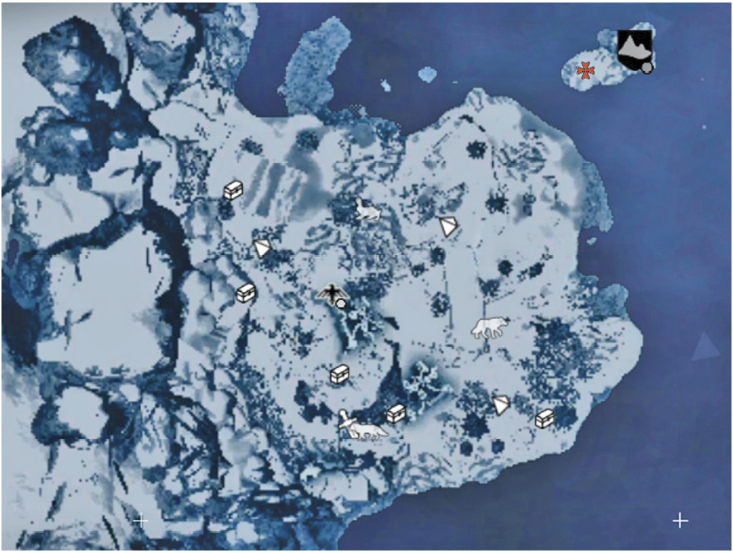
HALIFAX (SOUTHWEST) — (320, -839)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	4
🦅	Viewpoint	1
◁	Animus Fragment	2
♫	Shanty	2
💎	Prosperity Fragment	2
🗺	Templar Map	1
🏰	Gang Headquarters	1
⬆	Renovations	1

	General Store	Yes
	Harbormaster	Yes
	Tavern	Yes

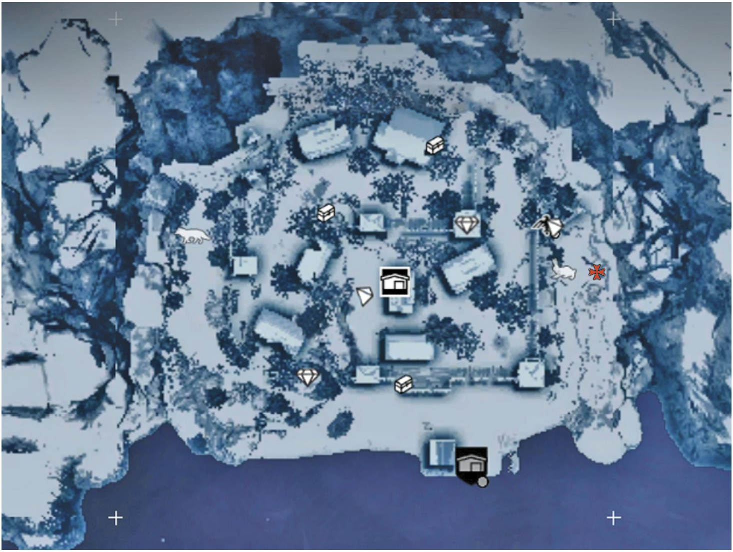
HARBOUR DEEP (NORTHEAST) — (589, -353)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	5
	Viewpoint	1
	Animus Fragment	3
	Viking Sword	1

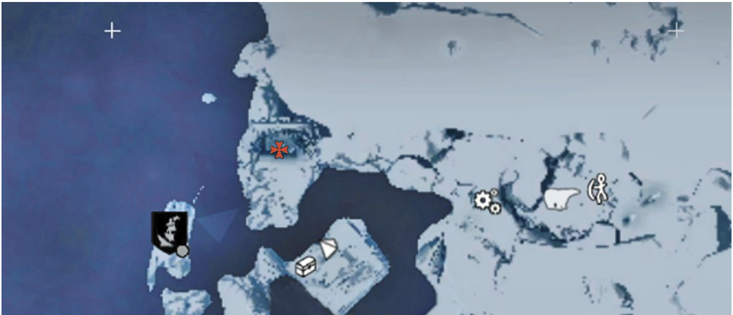
	Renovations	1
	Arctic Wolf	N/A
	Arctic Fox	N/A
	Arctic Hare	N/A
	Templar Armour	1

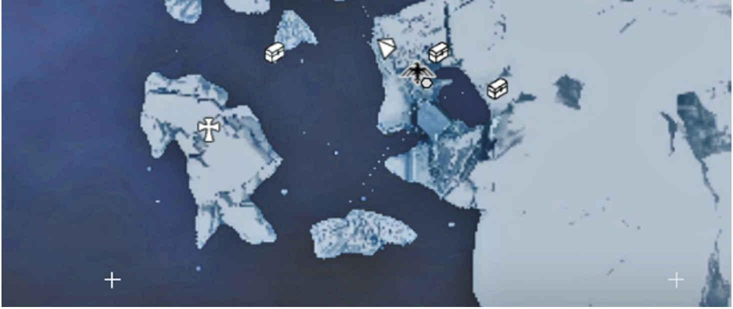
HAVRE-SAINT-PIERRE (NORTHWEST) — (212, -58)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	3
🦅	Viewpoint	1
▽	Animus Fragment	2
💎	Prosperity Fragment	2
🛡	Outpost Raid	1
🐺	Arctic Wolf	N/A
🐇	Arctic Hare	N/A
✠	Templar Armour	1

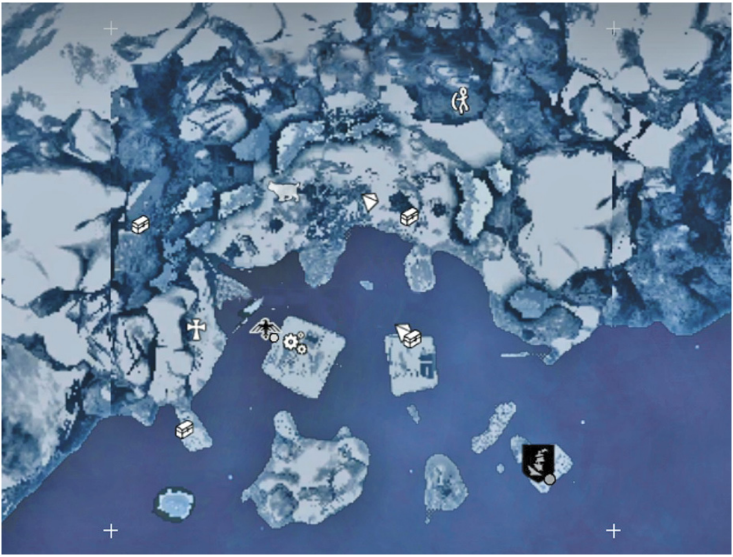
HMS MIRANDA SHIPWRECK (NORTHEAST) — (727, -180)





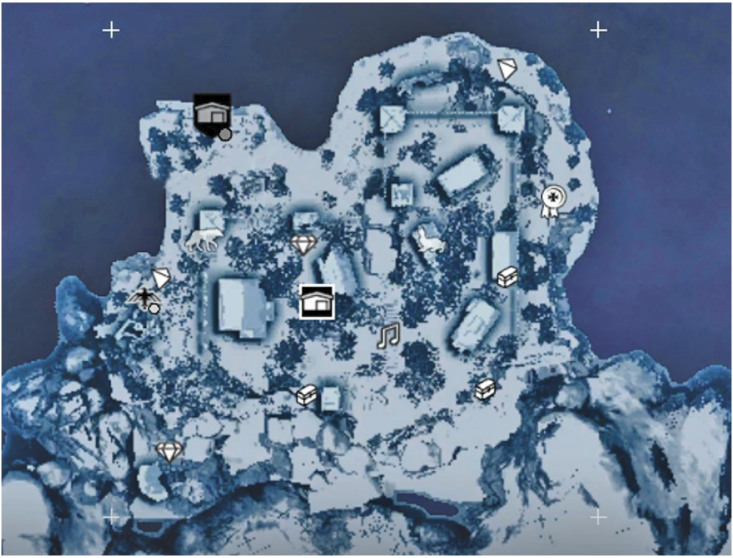
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	4
🦅	Viewpoint	1
◁	Animus Fragment	2
	Cave Painting	1
⚙	Blueprint	1
🐻	Polar Bear	N/A
✠	Templar Armour	1

LE CHAMEAU (WEST) — (70, -478)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	4
🦅	Viewpoint	1
▷	Animus Fragment	2
🧍	Cave Painting	1
⚙	Blueprint	1 (Blackbeard Wheel)
🐈	Canadian Lynx	N/A

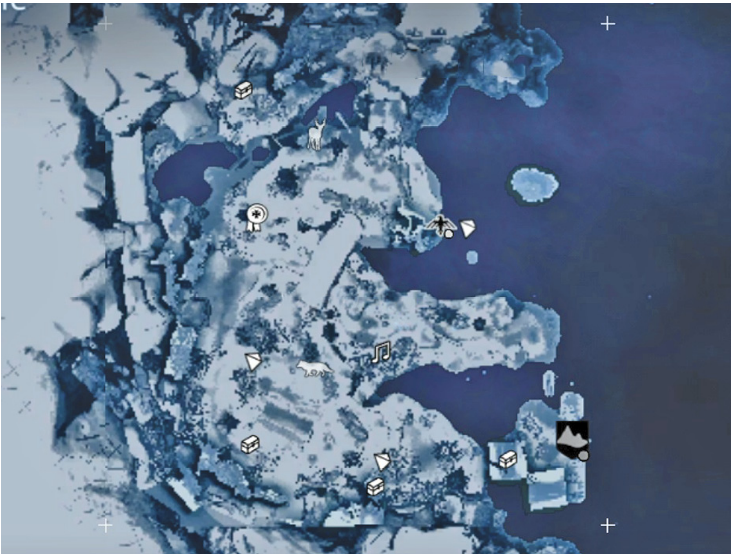
LEWISPORTE (NORTHEAST) — (725, -381)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	3
🦅	Viewpoint	1
▷	Animus Fragment	2
♫	Shanty	1
💎	Prosperity Fragment	2
🎖	War Letter	1
🏠	Outpost Raid	1
🐺	Arctic Wolf	N/A

🐇	Arctic Hare	N/A

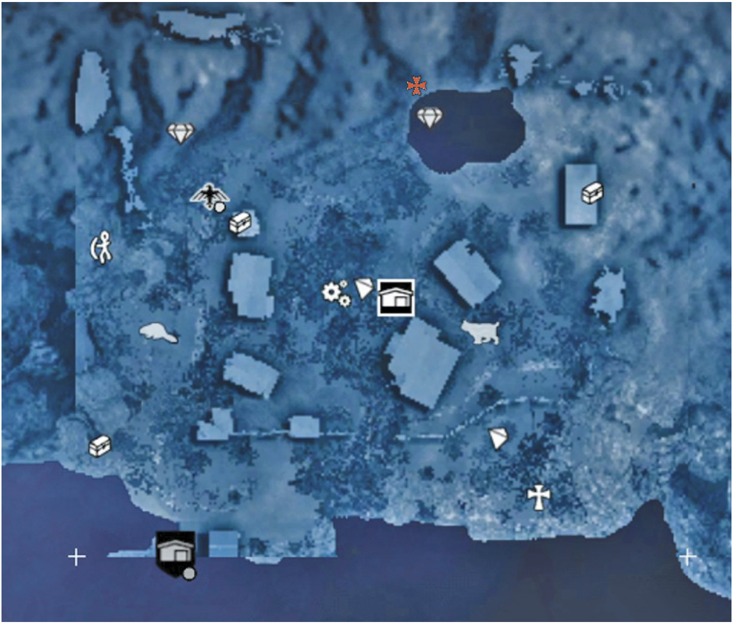
MIRAMICHI (WEST) — (104, -572)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	4
🦅	Viewpoint	1
◁	Animus Fragment	3
♫	Shanty	1
🎖	War Letter	1

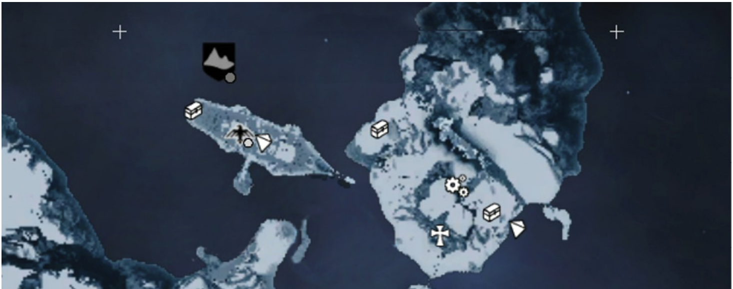
	Renovations	1
	Elk	N/A
	Arctic Fox	N/A

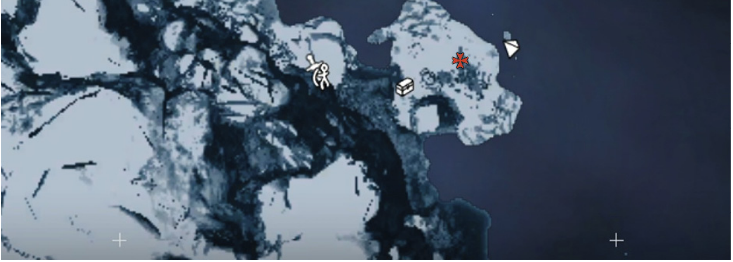
NEREPIS (SOUTHWEST) — (131, -747)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	3
	Viewpoint	1
	Animus Fragment	2
	Prosperity Fragment	2
	Cave Painting	1
	Blueprint	1 Elite Puckle Gun Cylinder
	Outpost Raid	1
	Beaver	N/A
	Canadian Lynx	N/A
	Templar Armour	1

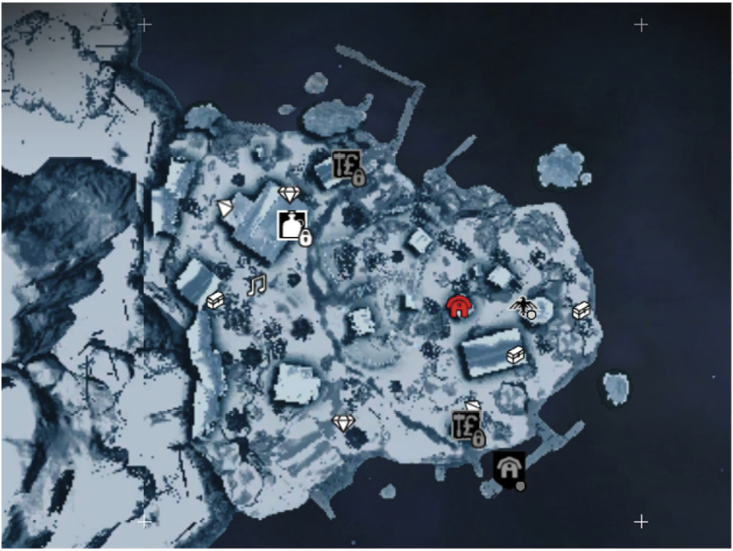
PEARL ISLAND (SOUTHEAST) — (944, -930)





ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	4
	Viewpoint	1
	Quest Items	1
	Animus Fragment	3
	Cave Painting	1
	Viking Outfit Quest Turn-in	N/A
	Blueprint	1
	Templar Armour	1

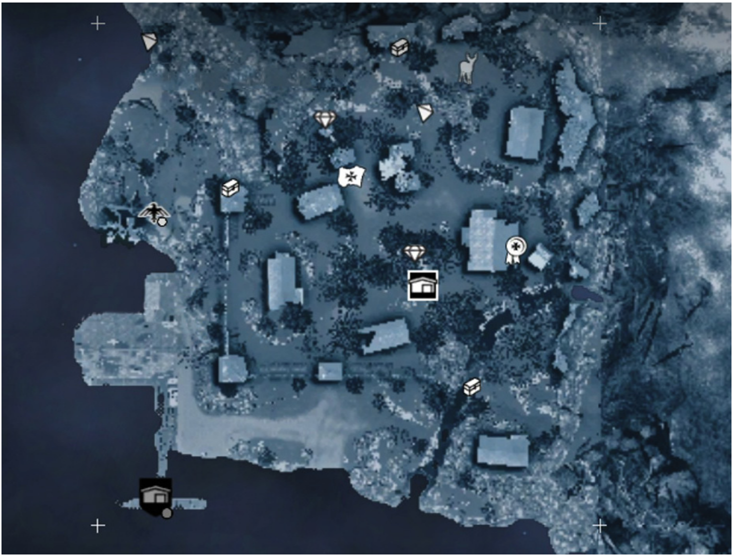
PERCÉ (WEST) — (164, -401)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	3
🦅	Viewpoints	1
△	Animus Fragments	2
♫	Shanties	1
💎	Prosperity Fragment	2
🏠	Settlement	1
🕊	Assassin Interception	1
⬆	Renovation	1

	Harbormaster	Yes
	Tavern	Yes
	General Store	Yes

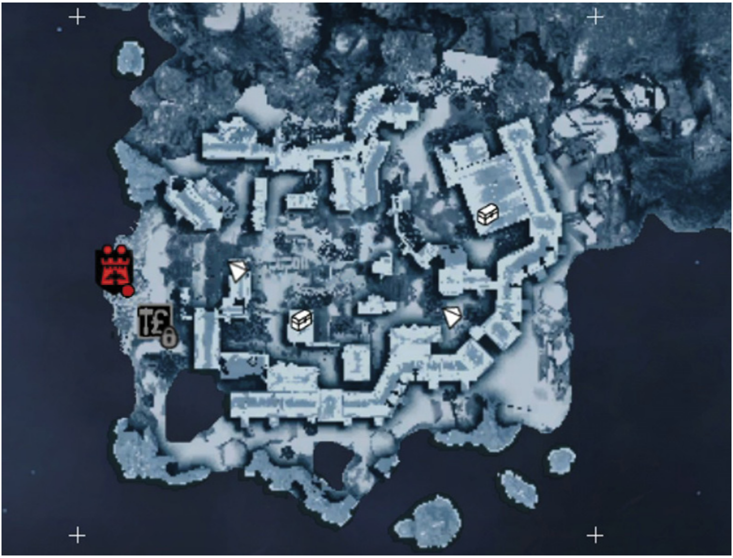
PORT AUX BASQUES (CENTER) — (442, -619)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	3
	Viewpoint	1
	Animus Fragment	2
	Prosperity Fragment	2

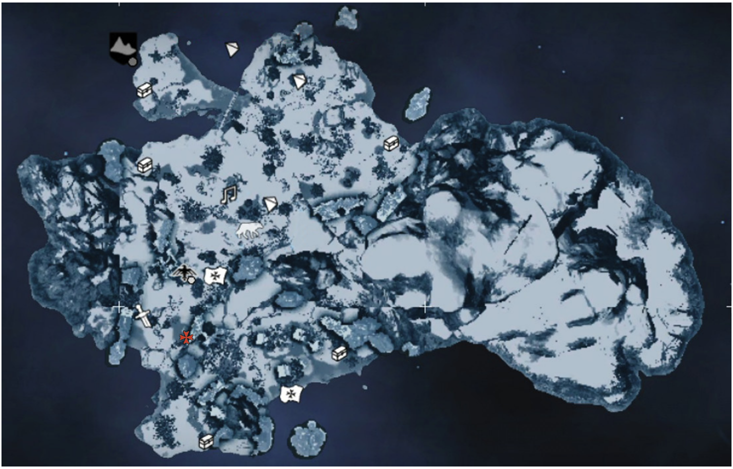
	Outpost Raid	1
	Deer	N/A

PORT-LA-JOYE (WEST) — (257, -648)



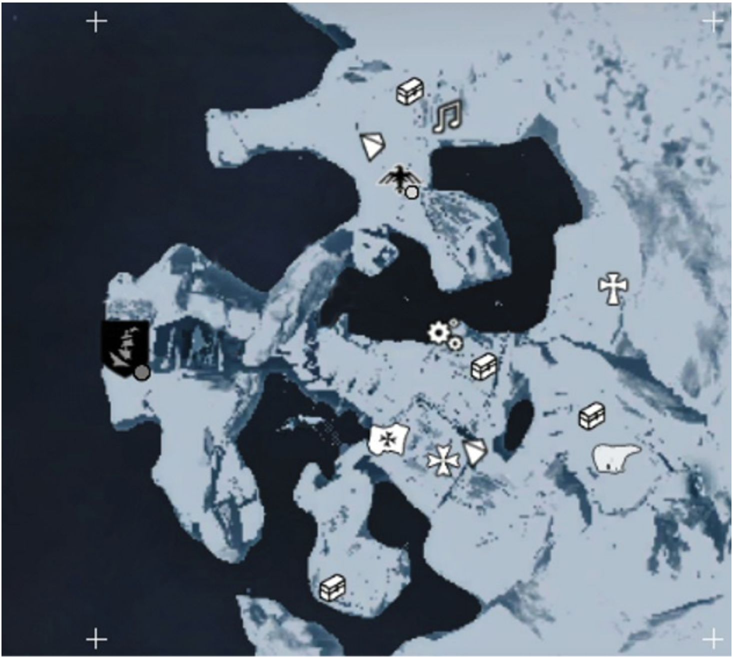
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	2
	Animus Fragment	2
	Fort	1
	Harbormaster	Yes

PORT-MENIER (NORTHWEST) — (304, -137)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	5
🦅	Viewpoint	1
▷	Animus Fragment	3
🗡	Viking Sword	1
🗺	Templar Map	2
♫	Shanty	1
🐺	Arctic Wolf	N/A
✠	Templar Armour	1

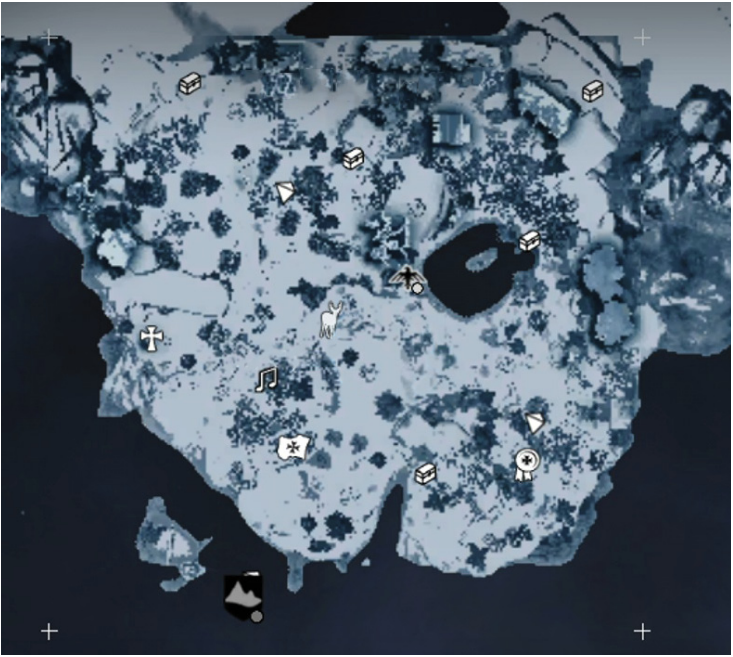
THE *SAPPHIRE* (NORTHEAST) — (911, -336)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	4
🦅	Viewpoint	1
◁	Animus Fragment	2
♫	Shanty	1
⚙	Blueprint	1 (Elite Heavy Shot)

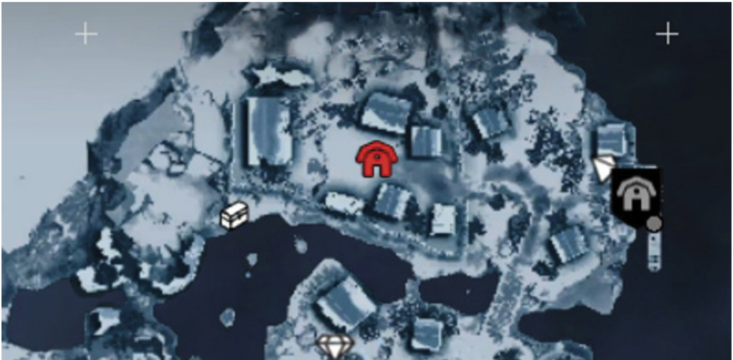
🗺	Templar Map	1
🐻‍❄️	Polar Bear	N/A
✠	**Templar Armour Quest Turn-in**	N/A

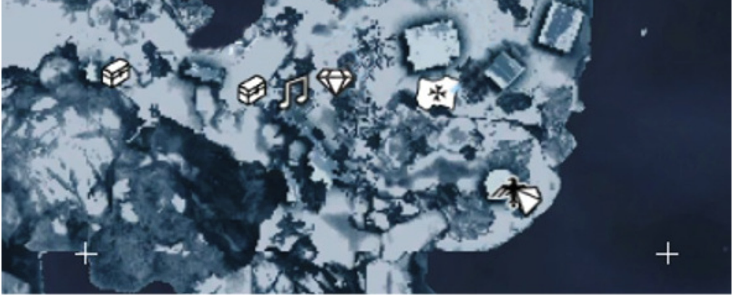
SEPT-ÎLES (NORTHWEST) — (71, -41)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	5
	Viewpoint	1
	Animus Fragment	3
	Shanty	1
	War Letter	1
	Templar Map	1
	Renovations	1
	Elk	N/A

ST. ANTHONY (NORTHEAST) — (587, -230)



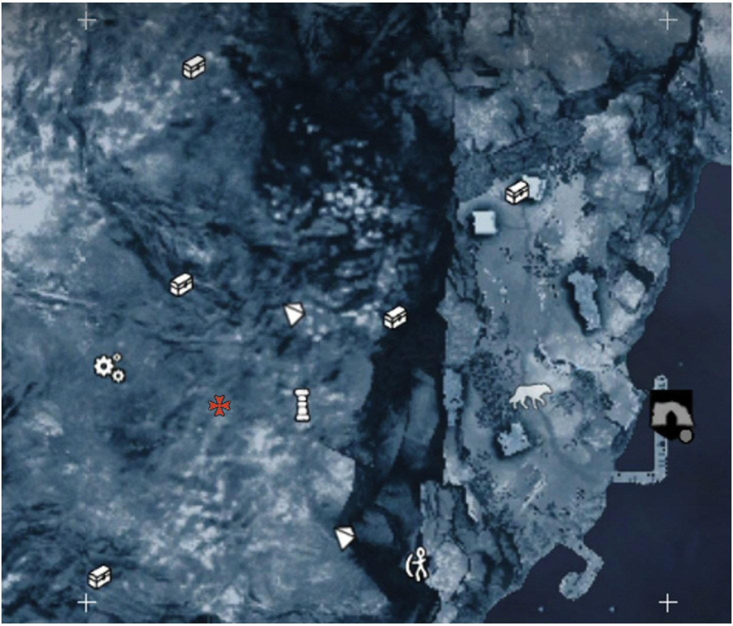


ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	3
🦅	Viewpoint	1
▷	Animus Fragment	2
♫	Shanty	1
💎	Prosperity Fragment	2
🗺	Templar Map	1
🕊	Assassin Interception	1
⇪	Renovations	1
⌂	Settlement	1
T£	General Store	Yes

ST. JOHN'S (EAST) — (870, -634)

ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	3
	Viewpoints	1
▷	Animus Fragment	1
💎	Prosperity Fragment	2
♫	Shanty	1
	Powder Keg	1
	Templar Map	1
	Cave Painting	1
	War Letter	1
	Assassin Interception	1
T£	General Store	Yes
	Tavern	Yes

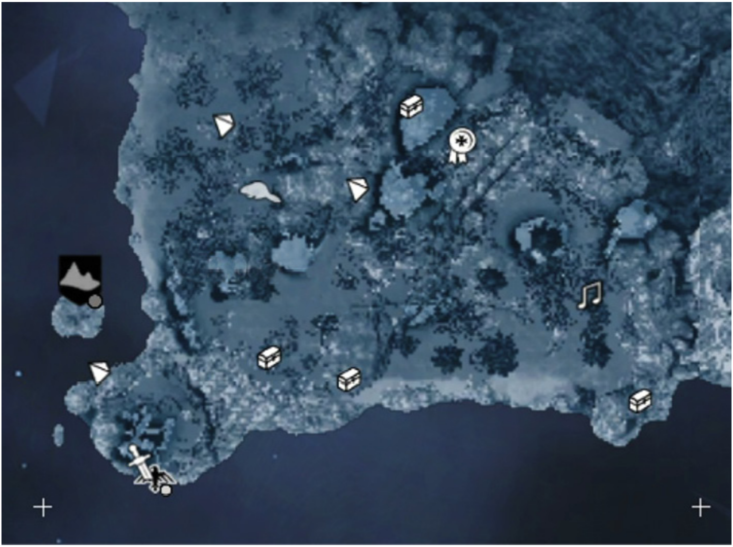
TERRA NOVA (NORTHEAST) — (793, -479)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	5
	Animus Fragment	2
	Blueprint	1 (Elite Mortar Storage on west side of cave)
	Cave Painting	1
	Renovation	1
	Native Pillar	1

🐺	Arctic Wolf	N/A
✠	Templar Armour	1

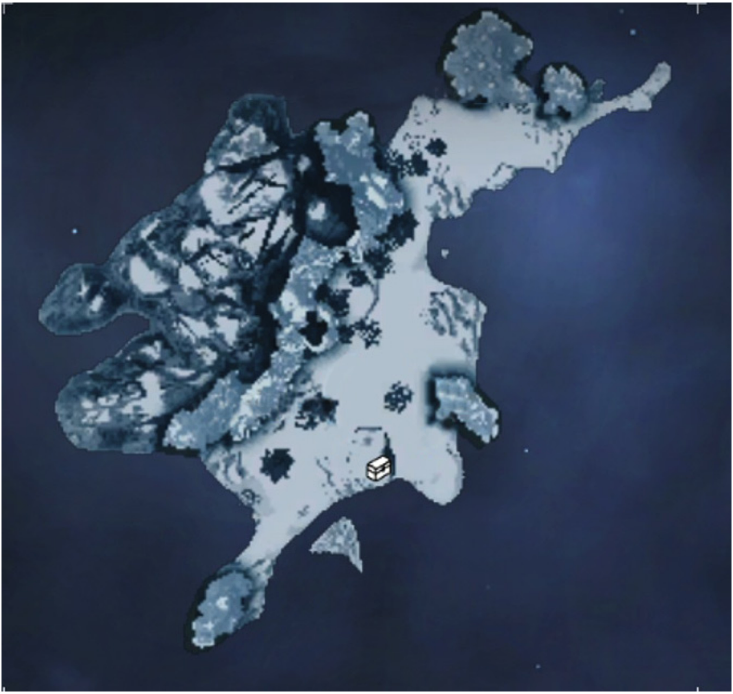
YARMOUTH (SOUTHWEST) — (195, -902)



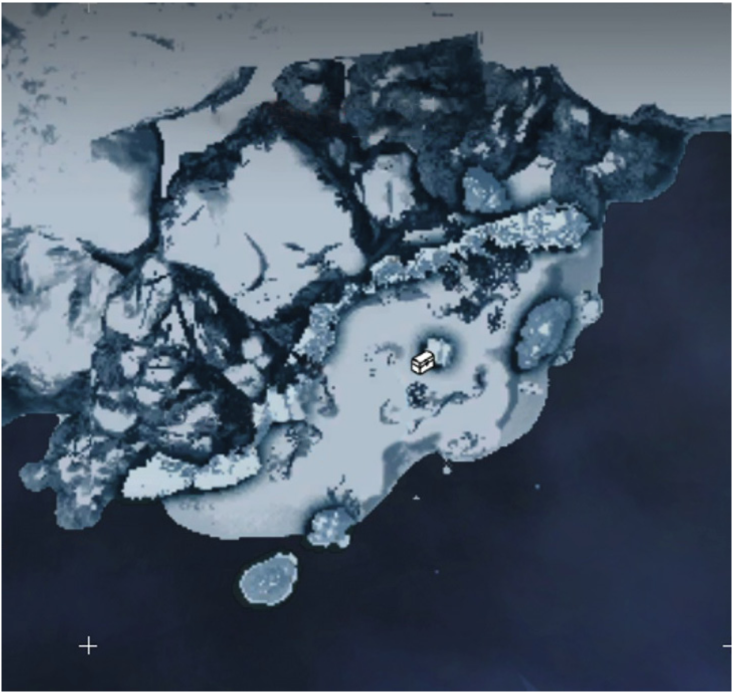
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	4
🦅	Viewpoint	1
▷	Animus Fragment	3
♫	Shanty	1

🏅	War Letter	1
🗡	Viking Sword	1
⬆	Renovations	1
🦫	Beaver	N/A

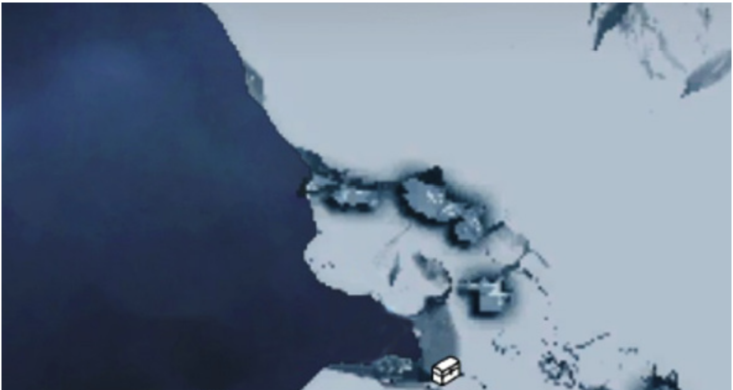
UNCHARTED — (71, -213)

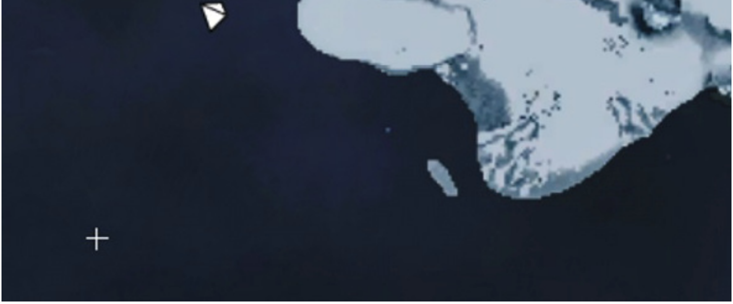


UNCHARTED — (334, -42)

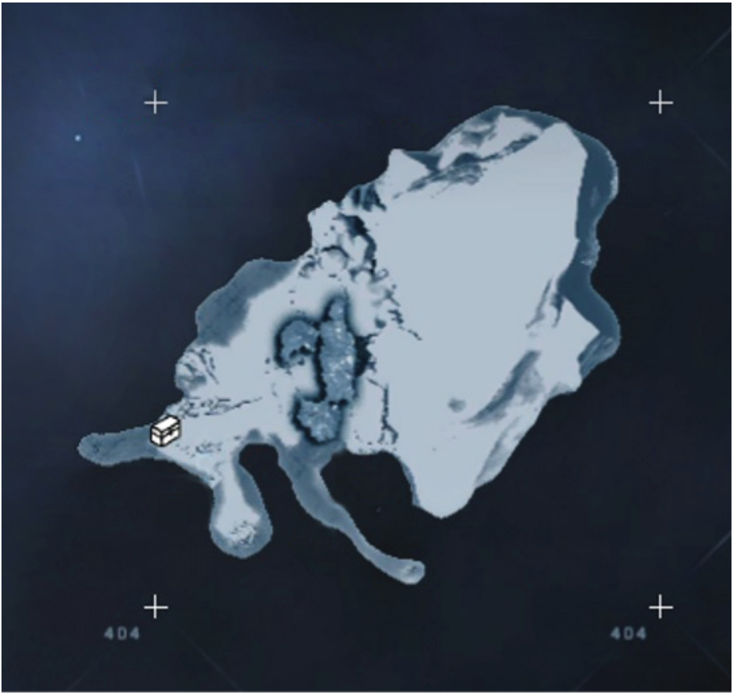


UNCHARTED — (817, -135)





UNCHARTED — (957, -185)



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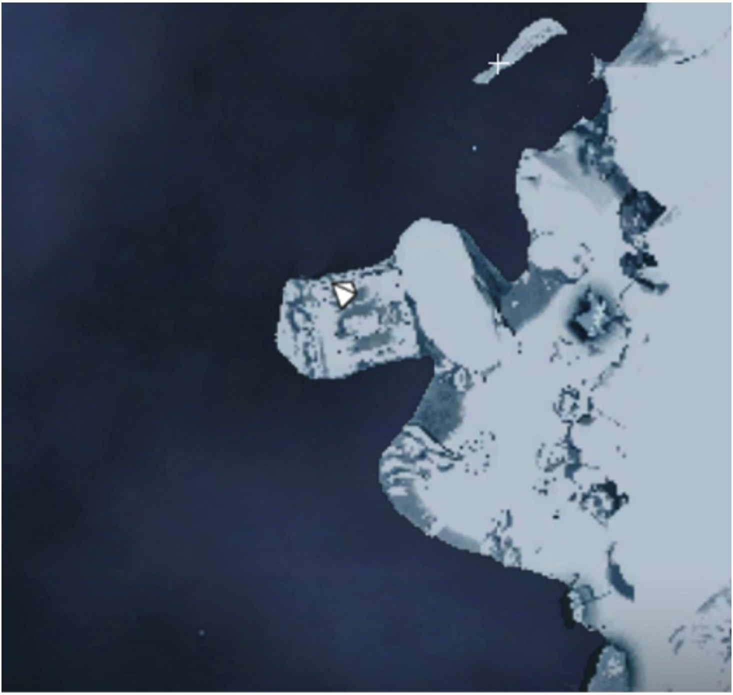
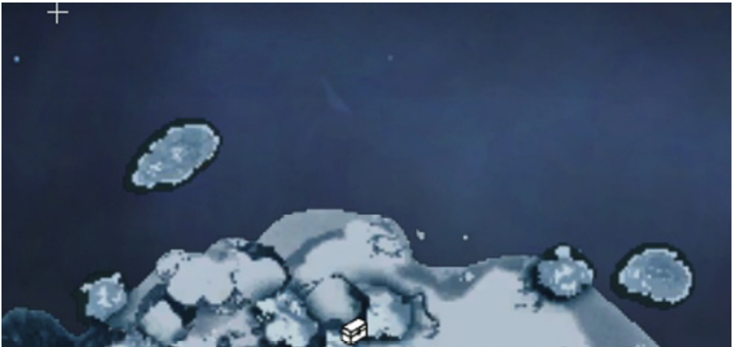
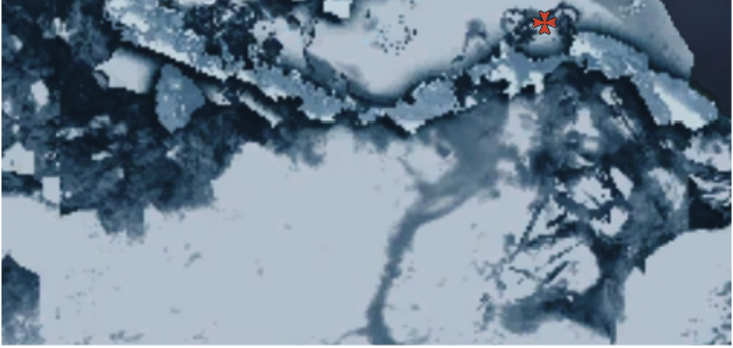


UNCHARTED — (631, -445)





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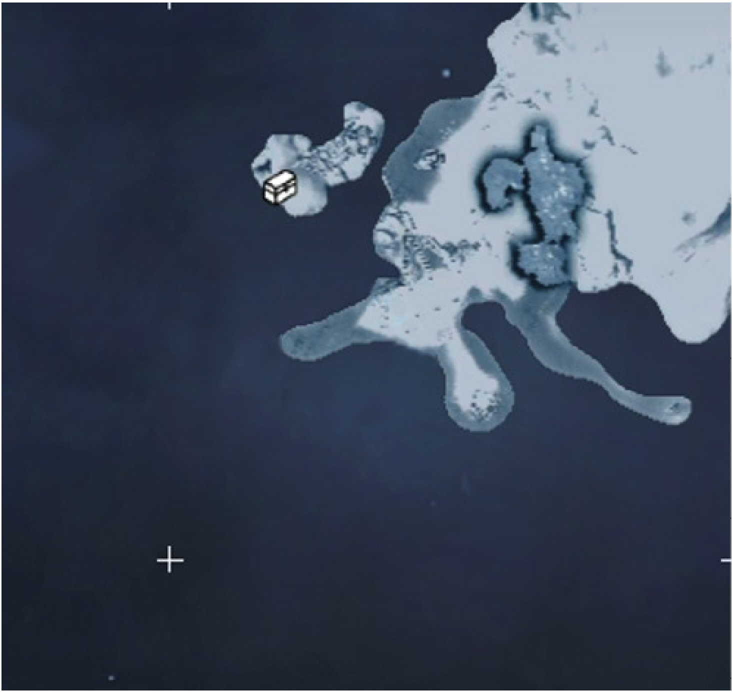
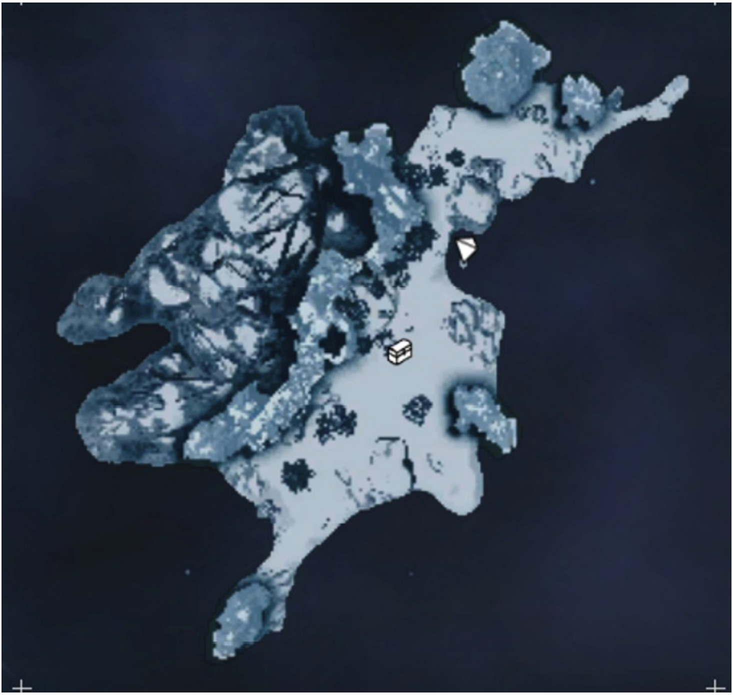
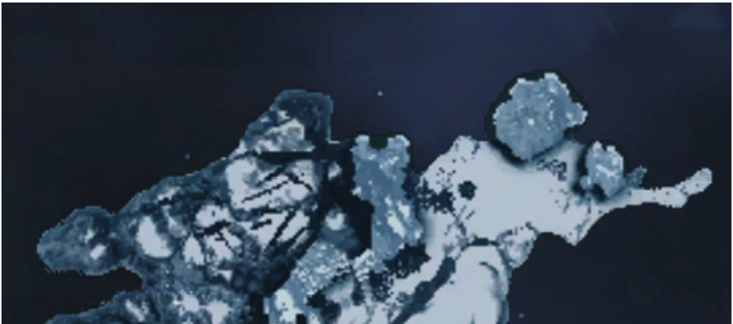
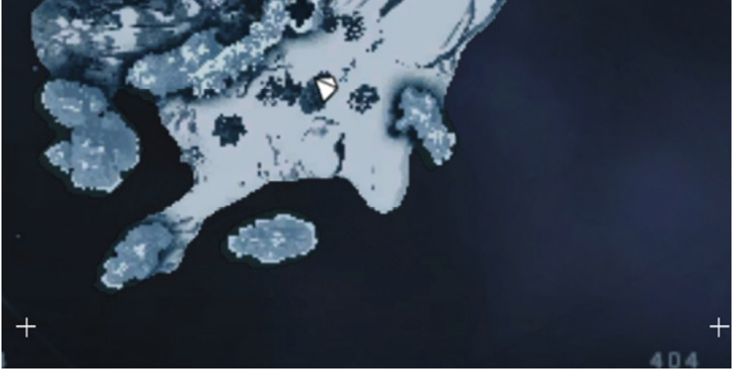


UNCHARTED — (818, -836)

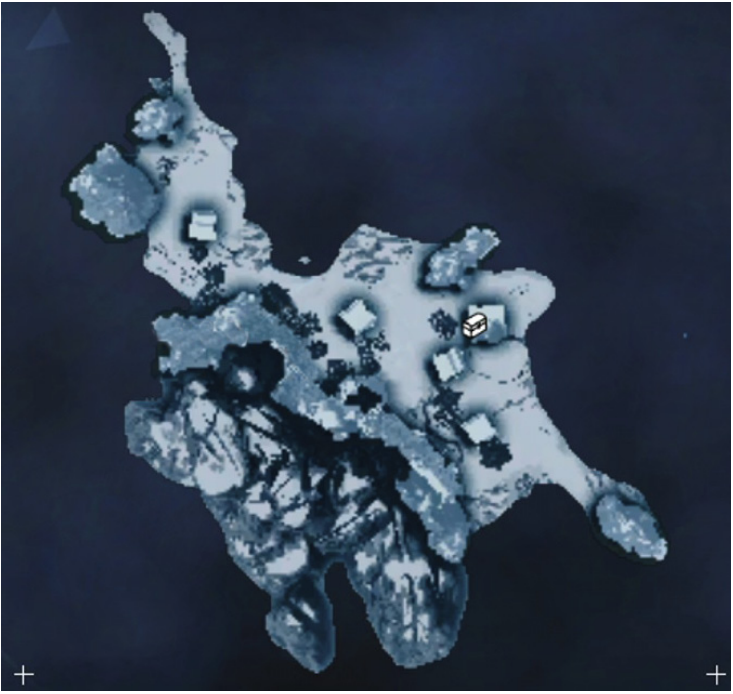


UNCHARTED — (678, -962)

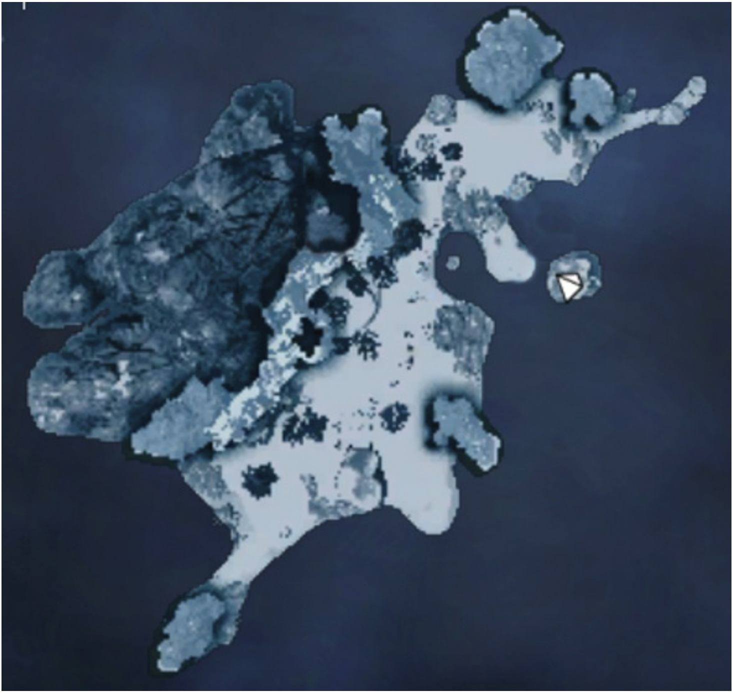




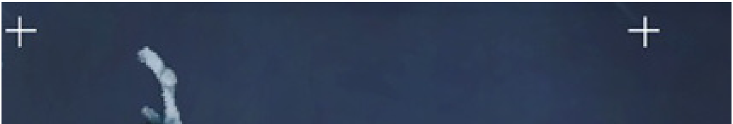
UNCHARTED — (523, -853)

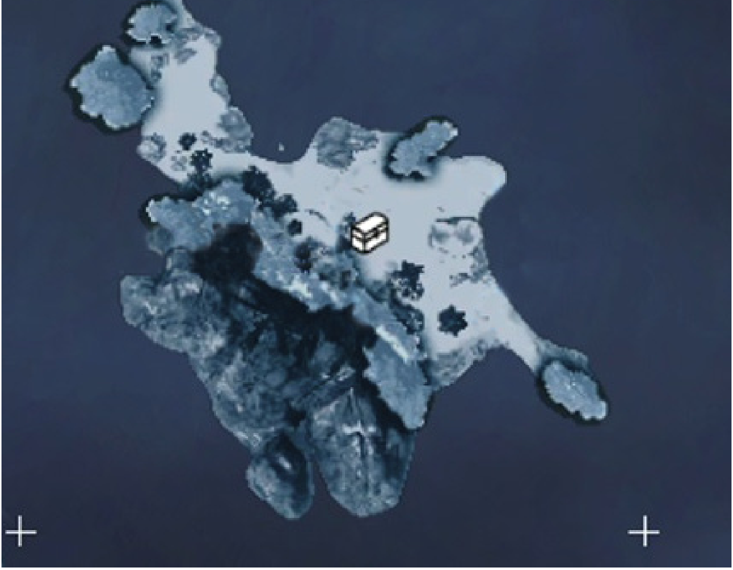


UNCHARTED — (400, -959)

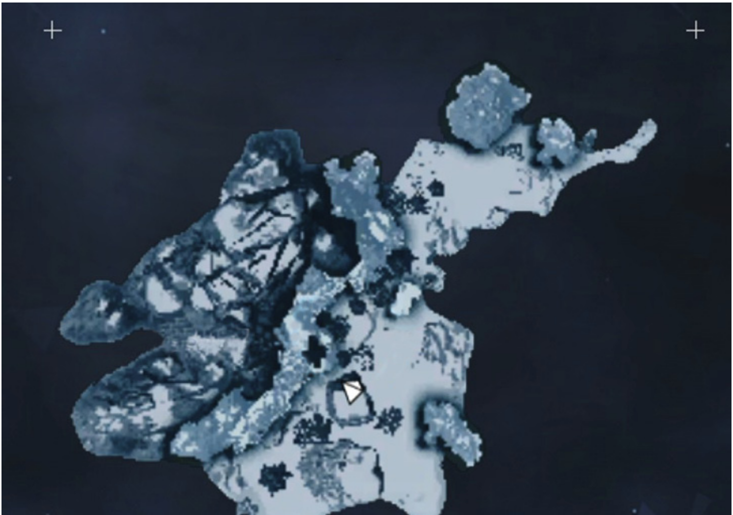


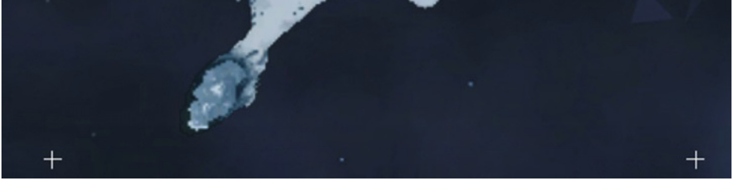
UNCHARTED — (73, -947)





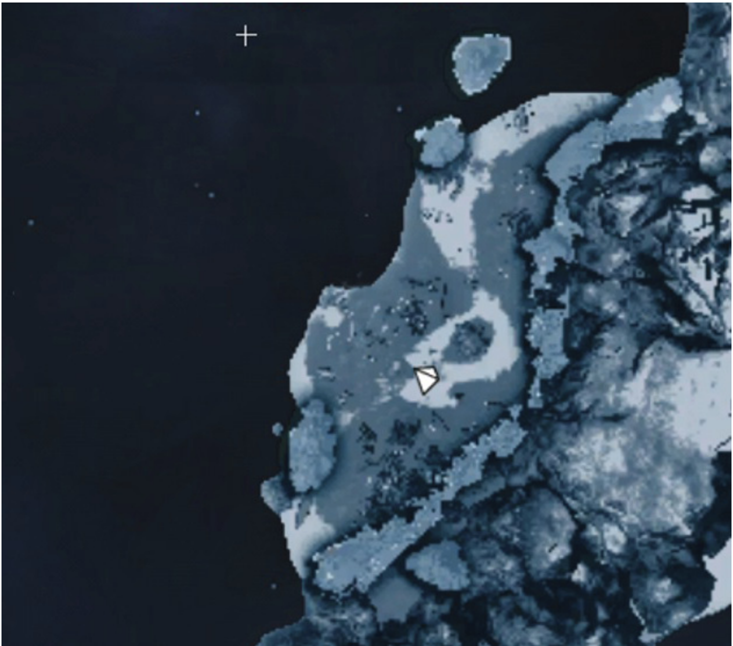
UNCHARTED — (288, -477)



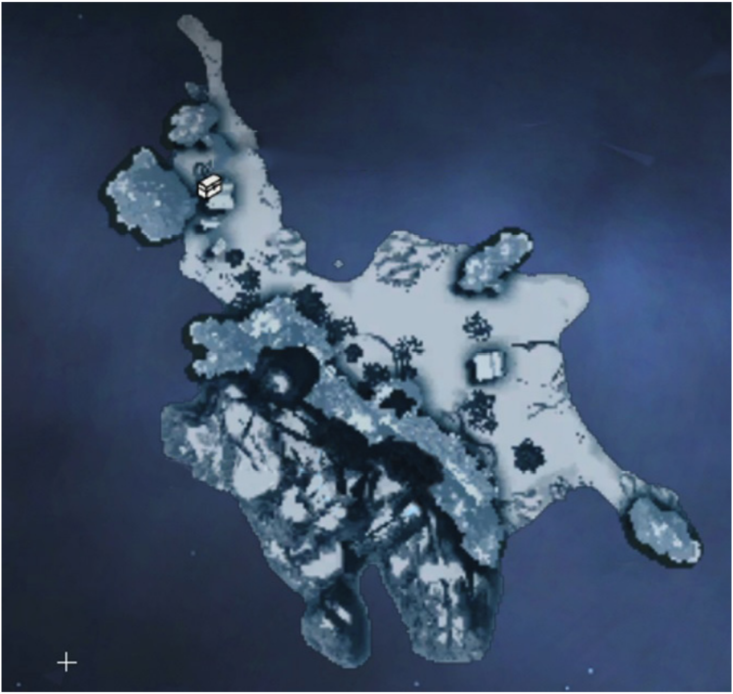


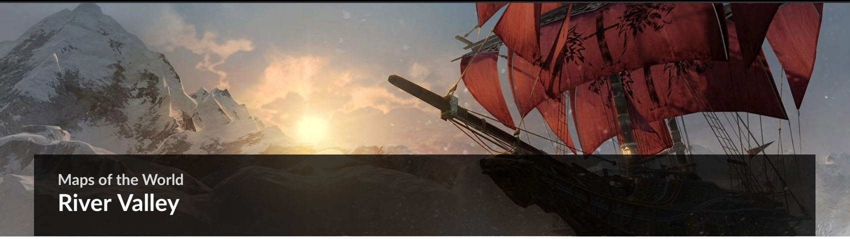
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	10
▽	Animus Fragment	15
✠	Templar Armour	1

UNCHARTED — (470, -398)



UNCHARTED — (257, -309)

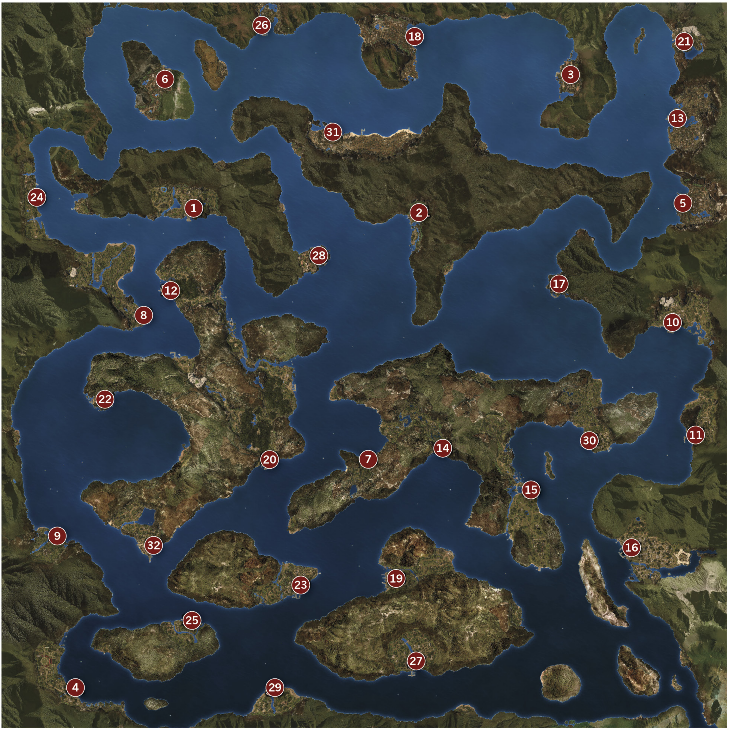




Maps of the World

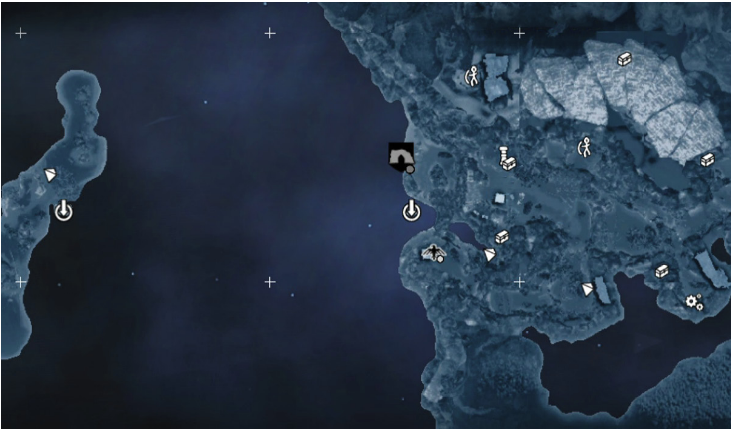
River Valley

RIVER VALLEY



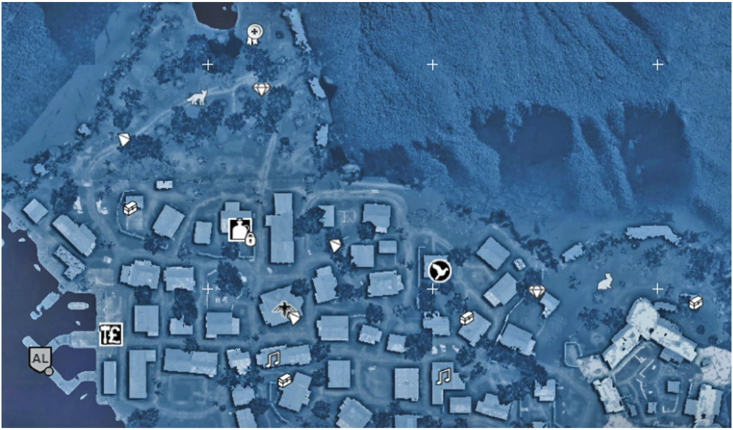
RIVER VALLEY	
1	Fleur-de-vent
2	Riviére Aurifere
3	Fort Blanc
4	Mount Vernon
5	Le Bras-du-Seigneur
6	le Des Pins
7	Dekanawida
8	Otetiani
9	Black Ridge
10	Mont Saint Denis
11	Vallée Verte
12	Orenda
13	Or-du-Nord
14	Marais Rocheux
15	Twin Snake Path
16	Albany
17	Fort La Croix
18	Vieille Carriere
19	Grey Stone
20	Old Growth Forest
21	Aarushi
22	Fort Soleil
23	Two Bends
24	Ruisseau du Renard
25	Ash Creek
26	Genessee
27	Sleepy Hollow
28	Lac Eternel
29	Red Bank
30	Lock Cliff
31	Coeur-de-L'hiver
32	St. Nicolas

ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	5
	Viewpoint	1
	Animus Fragment	2
	Cave Painting	2
	Blueprint	1 (Elite Set of Cannons)
	Native Pillar	1

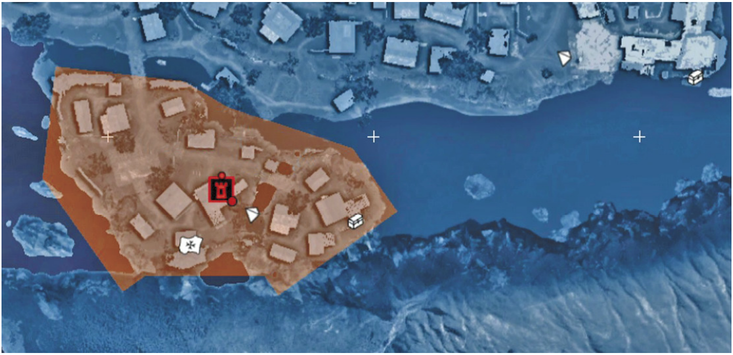


ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	6
	Viewpoint	1
	Activities	1
	Quest Items	1
	Animus Fragment	5
	Shanty	1
	Prosperity Fragment	1
	War Letter	1
	Assassin Interception	1
	Gang Headquarters	1
	Renovation	1
	General Store	Yes
	Harbormaster	Yes
	Tavern	Yes
	Hare	N/A

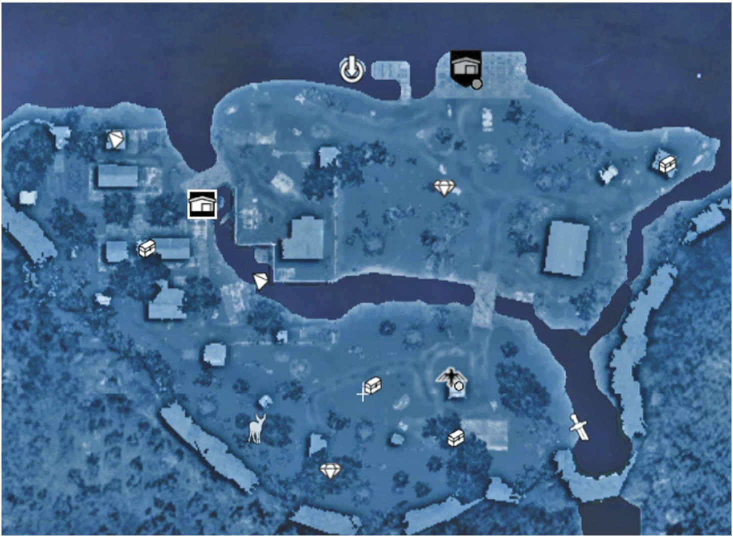
	Fox	N/A



ALBANY (SOUTHEAST) - SOUTH — (895, -783)

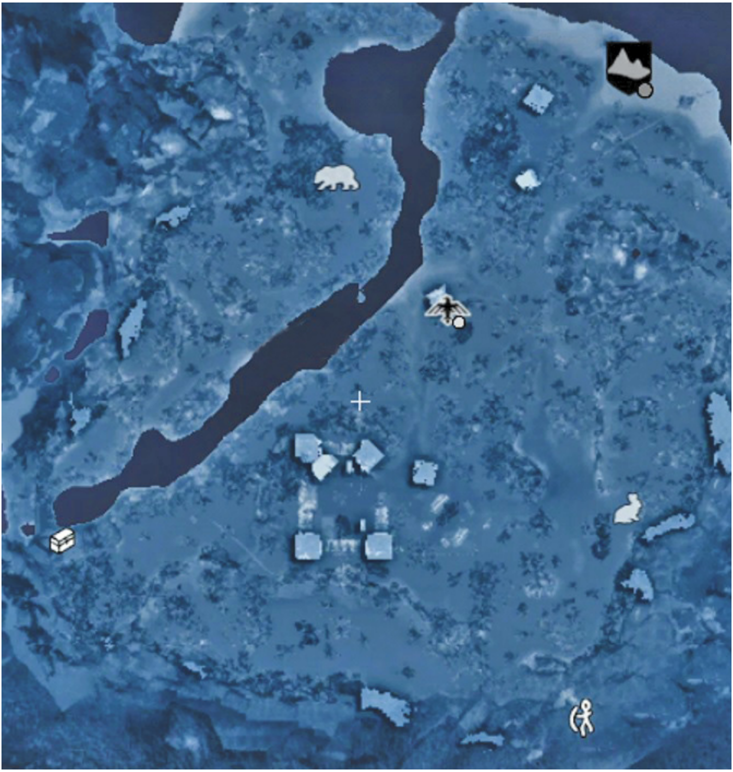


ASH CREEK (SOUTHWEST) — (250, -864)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	4
🦅	Viewpoint	1
▷	Animus Fragment	2
💎	Prosperity Fragment	2
🗡	Viking Sword	1
⬆	Renovations	1
⛉	Outpost Raid	1
🦌	Elk	N/A

BLACK RIDGE (SOUTHWEST) — (69, -747)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	1
	Viewpoint	1
	Cave Painting	1

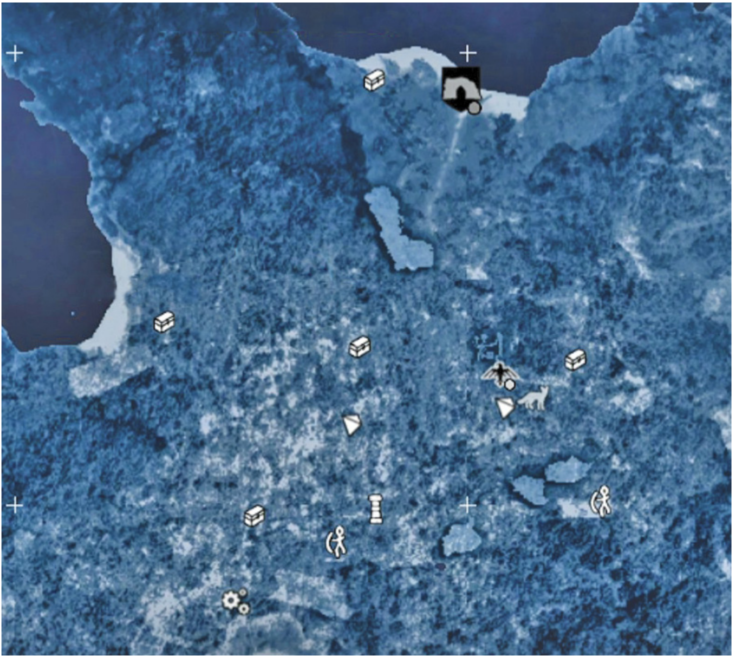
	Hare	N/A
	Black Bear	N/A

COEUR-DE-L'HIVER (NORTH) — (501, -191)

ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	5
	Viewpoint	1
	Animus Fragment	3
	Shanty	1
	Prosperity Fragment	1
	War Letter	1
	Cave Painting	1
	Settlement	1
	General Store	Yes
	Harbormaster	Yes
	Tavern	Yes
	Deer	N/A

	Eastern Elk	N/A
	Templar Armour	1

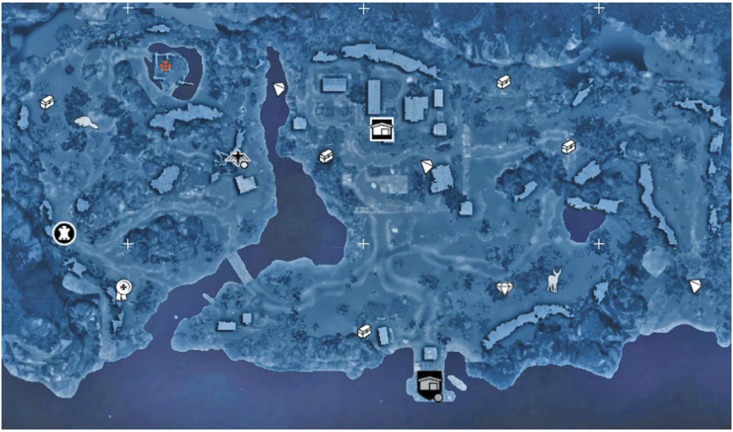
DEKANAWIDA (CENTER) — (487, -642)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	5
	Viewpoint	1
	Animus Fragment	2

	Cave Painting	2
	Blueprint	1 (Aquila Figurehead)
	Native Pillar	1
	Fox	N/A

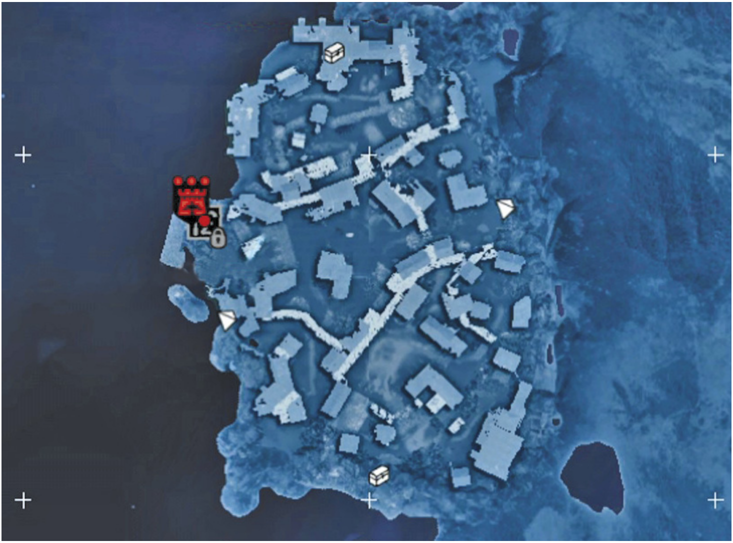
FLEUR-DE-VENT (WEST) — (250, -274)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	5
	Viewpoint	1
	Animus Fragment	3
	Prosperity Fragment	1

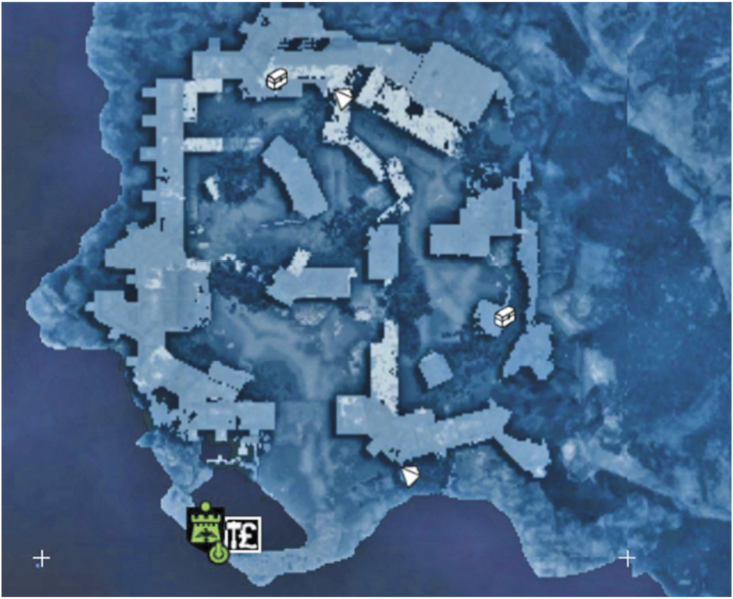
	War Letter	1
	Outpost Raid	1
	Hunting Challenge	1
	Beaver	N/A
	Deer	N/A
	Templar Armour	1

FORT BLANC (NORTHEAST) — (775, -105)



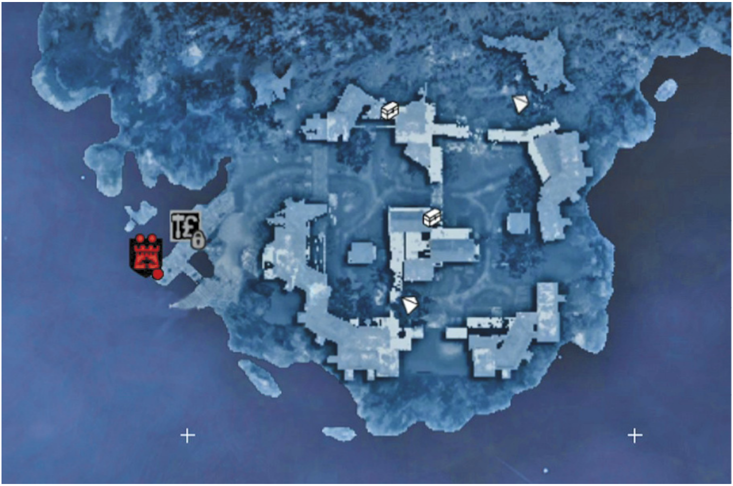
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	2
	Animus Fragment	2
	Fort	1
	Harbormaster	Yes

FORT LA CROIX (EAST) — (762, -391)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	2
	Animus Fragment	2
	Fort	1
T£	Harbormaster	Yes

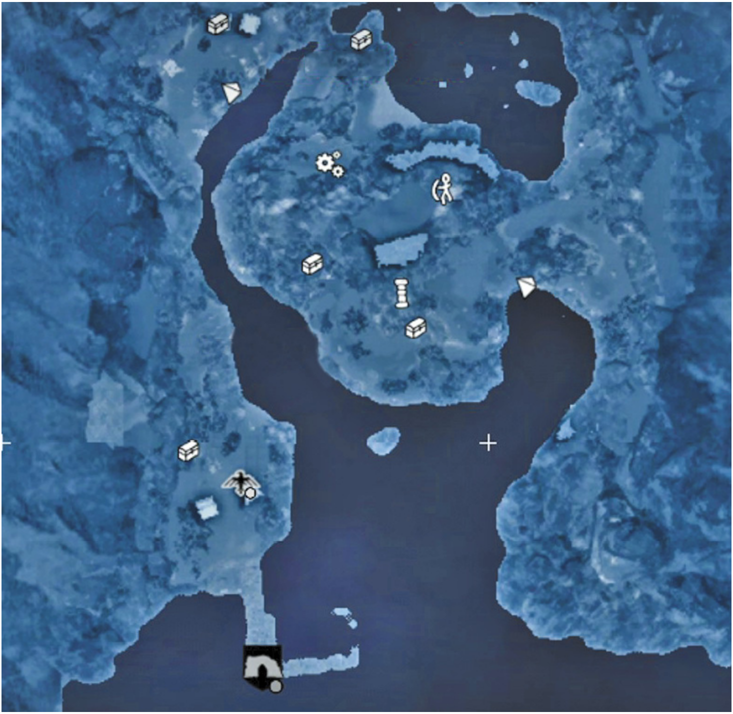
FORT SOLEIL (WEST) — (131, -554)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	2
	Animus Fragment	2

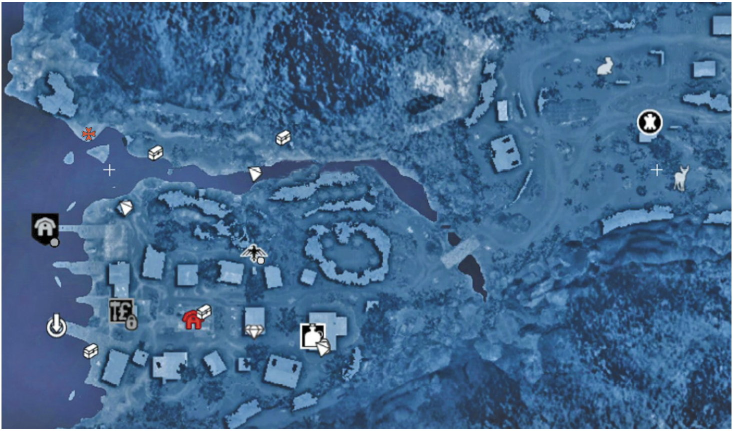
	Fort	1
	Harbormaster	1

GENESEE (NORTHWEST) — (367, -25)



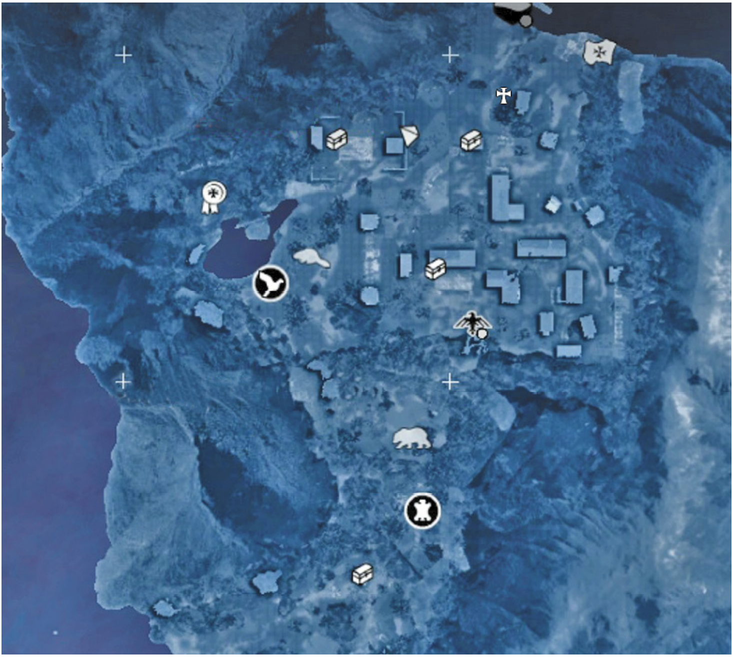
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	5
	Viewpoint	1
	Animus Fragment	2
	Cave Painting	1
⚙	Blueprint	1 (Elite Hull!!!)
	Native Pillar	1

GREYSTONE (SOUTH) — (565, -782)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	4
	Viewpoint	1
	Animus Fragment	3
	Prosperity Fragment	1
	Settlement	1
	Hunting Challenge	1
	General Store	Yes
	Harbormaster	Yes
	Tavern	Yes
	Elk	N/A
	Hare	N/A
	Templar Armour	1

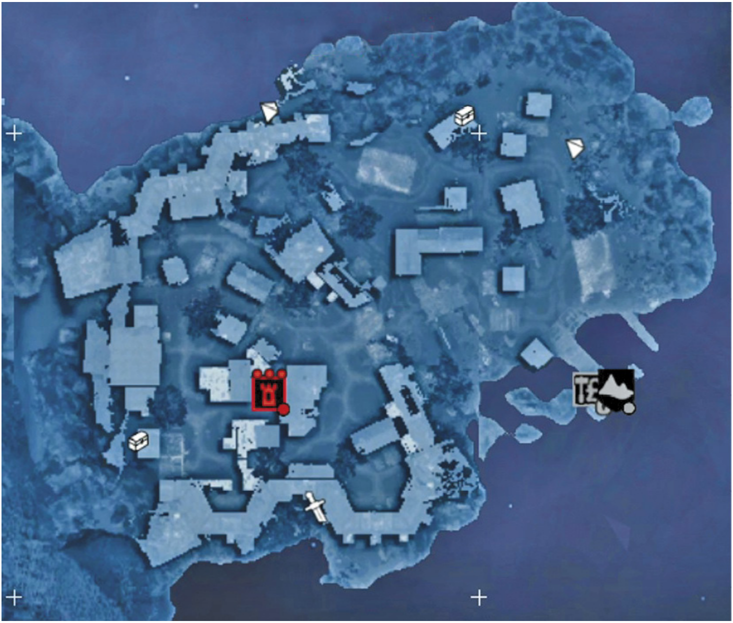
ÎLE DES PINS (NORTHWEST) — (203, -127)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	4
	Viewpoint	1
	Animus Fragment	1
	War Letter	1
	Templar Map	1
	Assassin Interception	1

	Renovations	1
	Black Bear	N/A
	Beaver	N/A

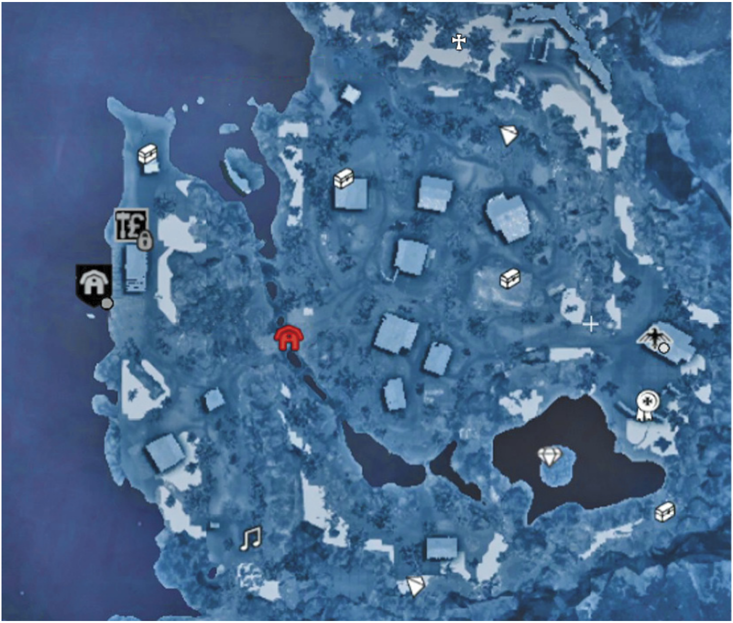
LAC ETERNAL (CENTER) — (428, -356)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	2
	Animus Fragment	2

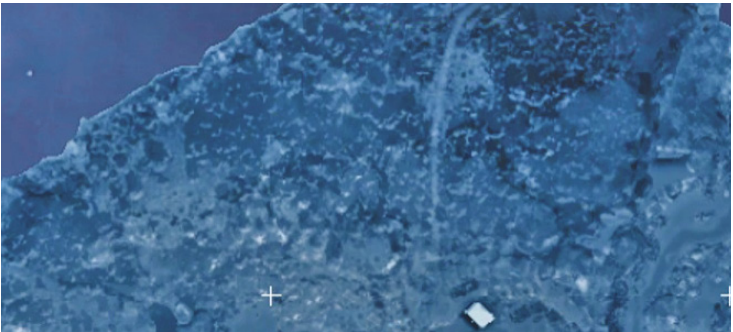
🗡	Viking Sword	1
●●● 🏰	Gang Headquarters	1
T£	Harbormaster	Yes

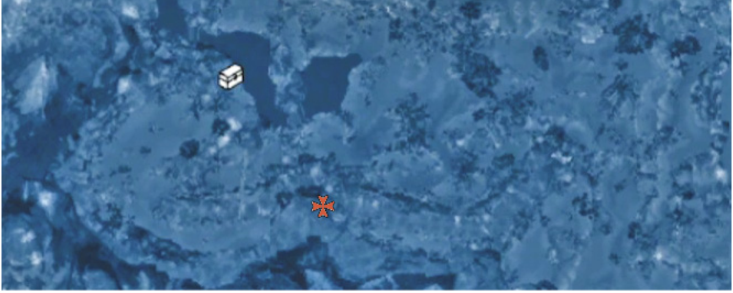
LE BRAS-DU-SEIGNEUR (NORTHEAST) — (944, -282)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	4
	Viewpoint	1
▽	Animus Fragment	2
♫	Shanty	1
◇	Prosperity Fragment	1
	War Letter	1
🕊	Assassin Interception	1
	Settlement	1
T£	General Store	Yes
T£	Harbormaster	Yes

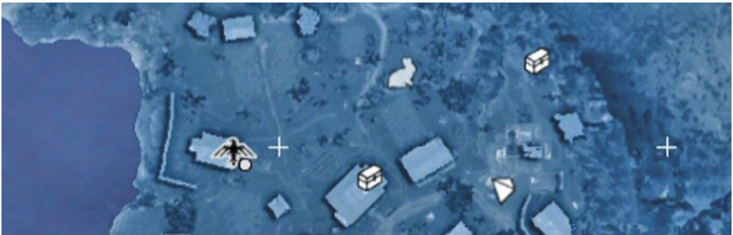
LOCK CLIFF (EAST) - NORTH — (795, -534)

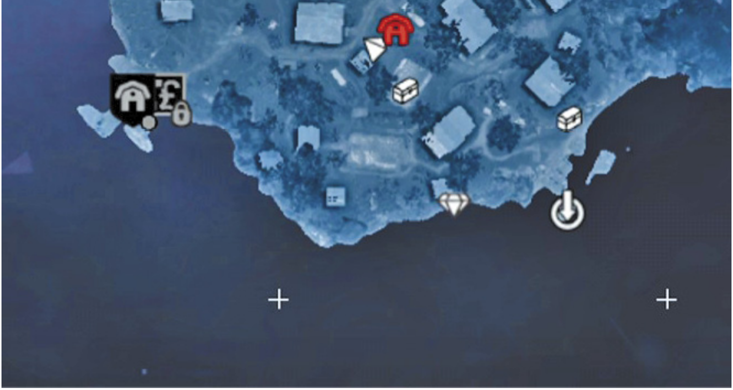




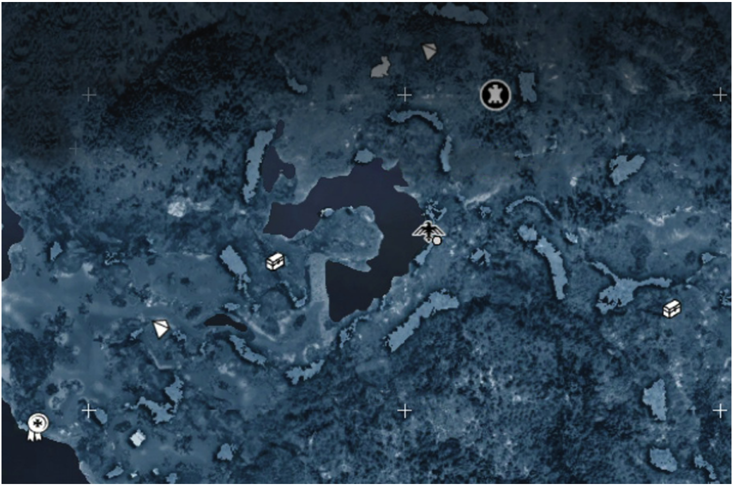
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	5
	Viewpoint	1
	Animus Fragment	2
	Prosperity Fragment	1
	Harbormaster	Yes
	Hare	N/A
	Templar Armour	1

LOCK CLIFF (EAST) - SOUTH — (811, -602)



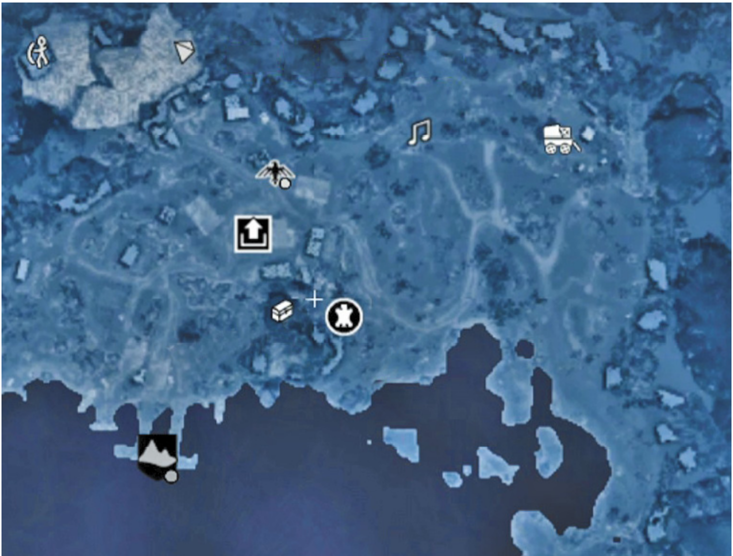


MARAIS ROCHEUX (CENTER) — (570, -593)



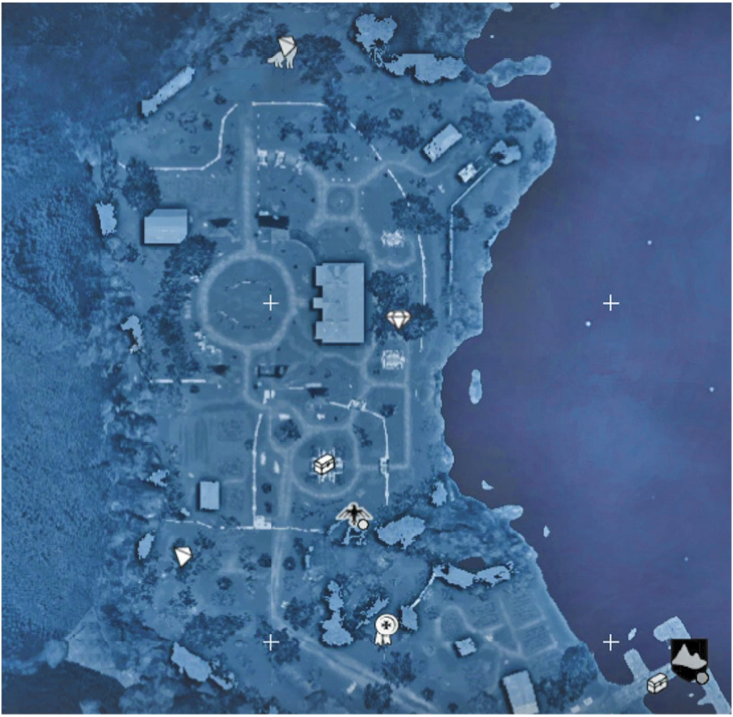
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	2
	Viewpoint	1
	Animus Fragment	2
	War Letter	1
	Hunting Challenge	1
	Hare	N/A

MONT-SAINT-DENIS (EAST) — (941, -443)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	1
	Viewpoint	1
	Animus Fragment	1
	Shanty	1
	Templar Map	1
	Cave Painting	1
	Renovations	1
	Hunting Challenge	1
	Beaver	N/A
	Hare	N/A

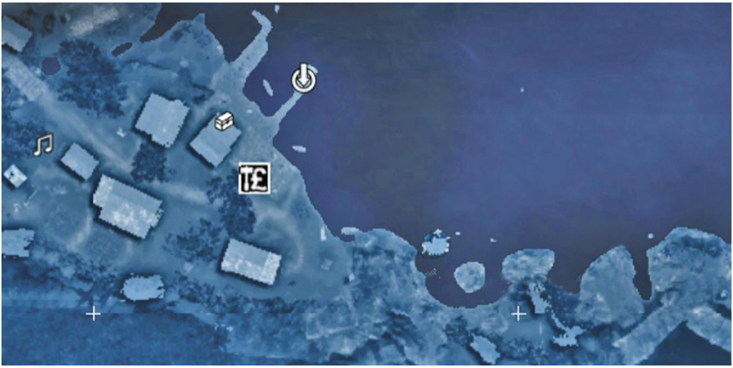
MOUNT VERNON (SOUTHWEST) - NORTH — (61, -911)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	3
	Viewpoint	1
▷	Animus Fragment	2
♫	Shanty	1
💎	Prosperity Fragment	1

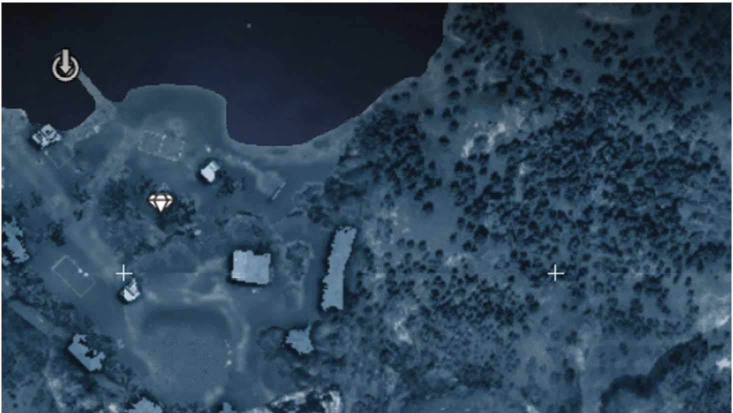
	War Letter	1
	Harbormaster	Yes
	Fox	N/A

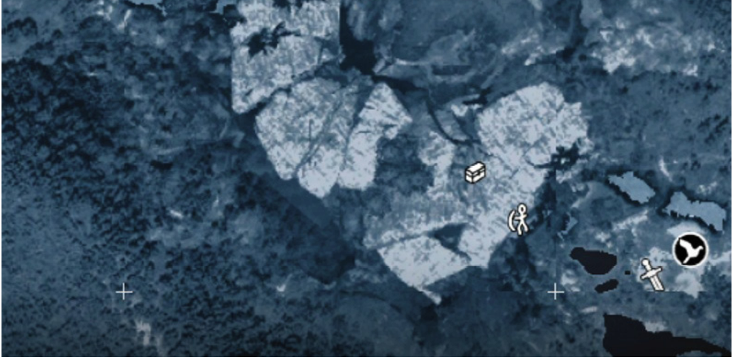
MOUNT VERNON (SOUTHWEST) - SOUTH — (134, -967)



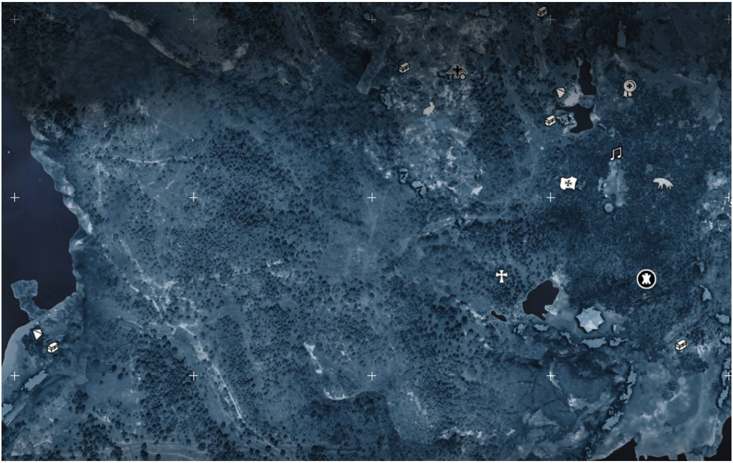
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	9
	Viewpoint	1
	Animus Fragment	4
	Shanty	1
	Prosperity Fragment	1

	War Letter	1
	Viking Sword	1
	Templar Map	1
	Cave Painting	1
	Renovations	2
	Hunting Challenge	2
T£	Harbormaster	Yes
	Hare	N/A
	Gray Wolf	N/A
	Deer	N/A

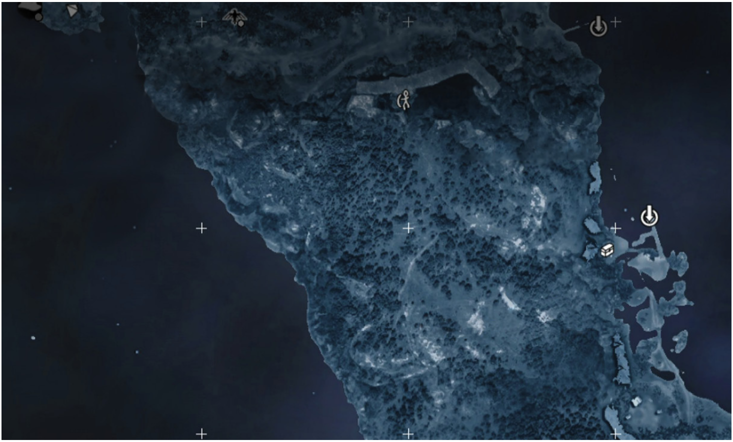




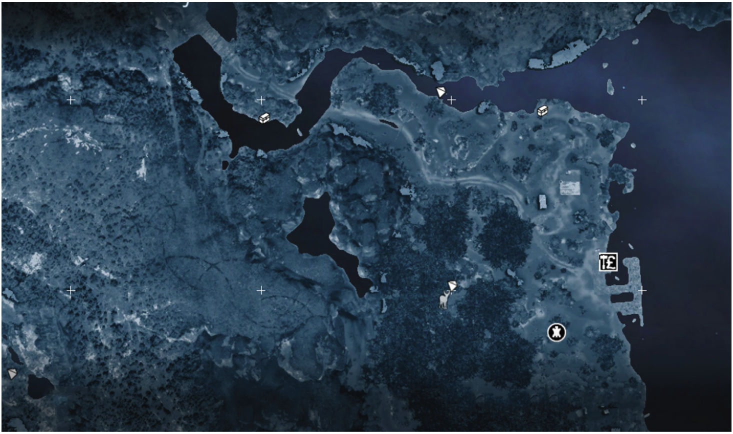
OLD GROWTH FOREST (CENTER) - SOUTHWEST — (317, -607)



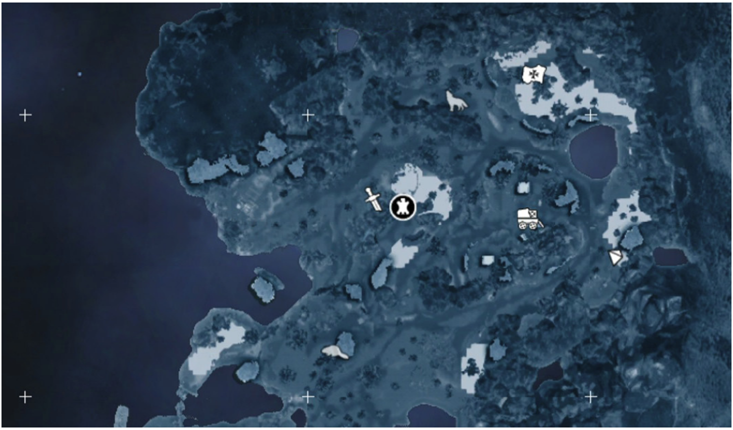
OLD GROWTH FOREST (CENTER) - NORTHEAST — (301, -453)



OLD GROWTH FOREST (CENTER) - SOUTHEAST — (377, -513)



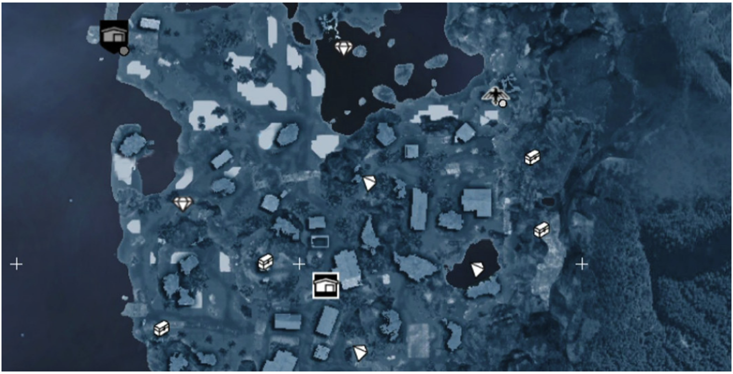
OR-DU-NORD (NORTHEAST) - NORTH — (940, -137)



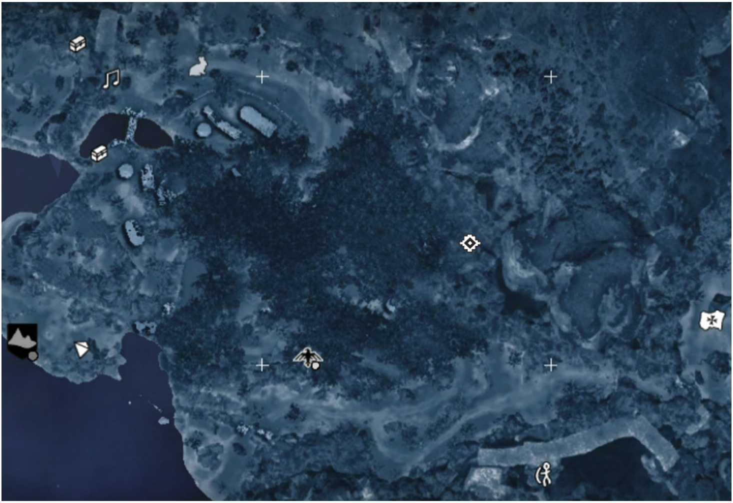
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	4
	Viewpoint	1
	Animus Fragment	4
	Prosperity Fragment	2
	Viking Sword	1
✠	Templar Map	1
	Outpost Raid	1
	Hunting Challenge	1
	Beaver	N/A

	Black Wolf	N/A

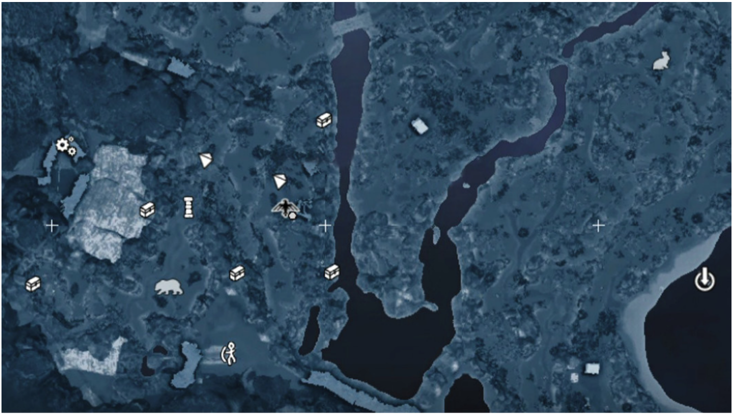
OR-DU-NORD (NORTHEAST) - SOUTH — (930, -177)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	2
	Viewpoint	1
	Animus Fragment	1
	Shanty	1
	Templar Map	1
	Cave Painting	1
	Hare	N/A
	Native Armour Quest Turn-in	N/A

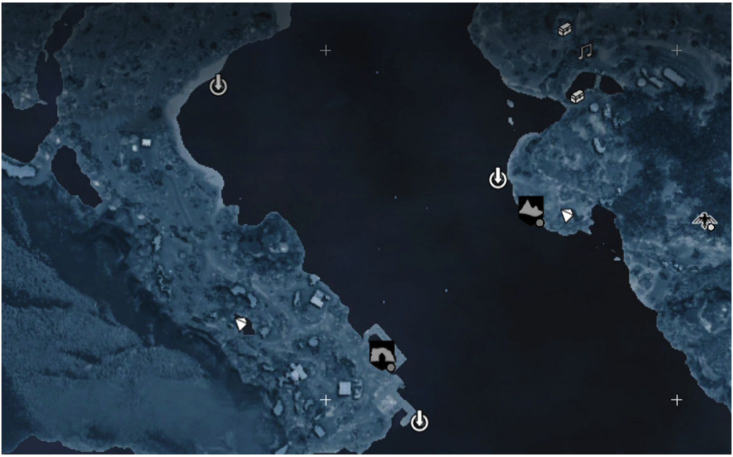


OTETIANI (WEST) - NORTH — (136, -368)

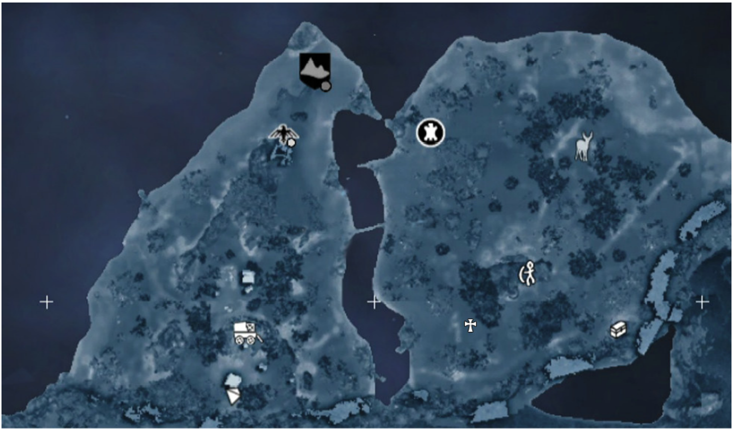


ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	5
	Viewpoint	1
	Animus Fragment	3
	Cave Painting	1
	Blueprint	1 (Elite Burning Oil)
	Native Pillar	1
	Hare	N/A
	Black Bear	N/A

OTETIANI (WEST) - SOUTH — (157, -420)

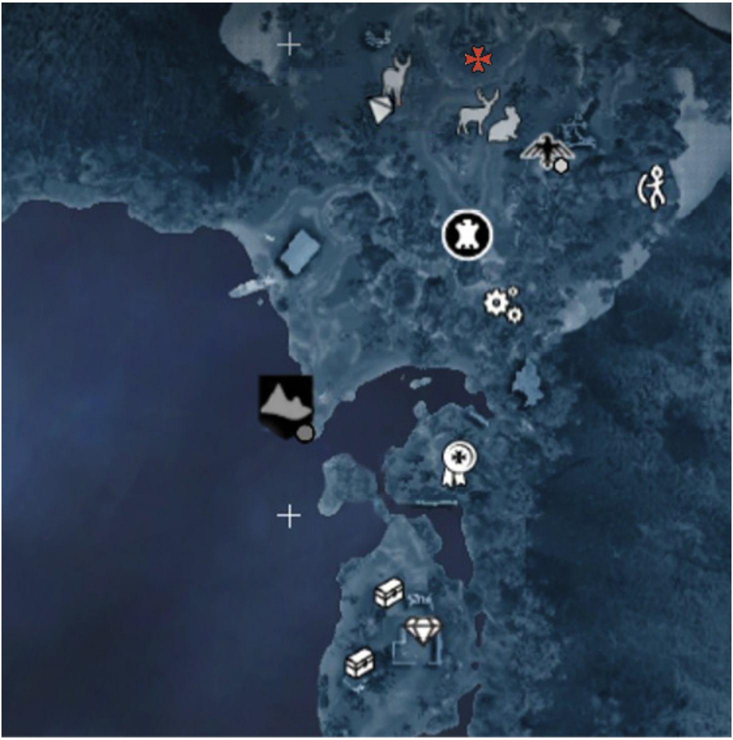


RED BANK (SOUTH) — (375, -962)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	1
	Viewpoint	1
	Animus Fragment	1
	Cave Painting	1
	Supply Camp	1
	Hunting Challenge	1
	Elk	N/A

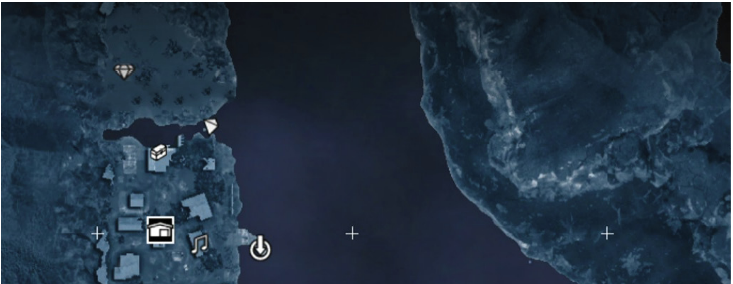
RIVIÈRE AURIFÈRE (CENTER) — (564, -312)

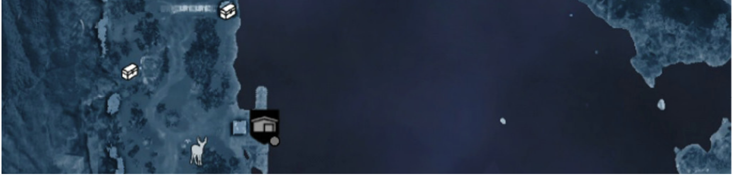


ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	2
	Viewpoint	1
	Animus Fragment	1
	Prosperity Fragment	1

	War Letter	1
	Cave Painting	1
	Blueprint	1 (Elite Explosive Shot)
t	Renovations	1
	Supply Camp	1
	Hunting Challenge	1
	Hare	N/A
	Deer	N/A
	Eastern Elk	N/A
	Templar Armour	1

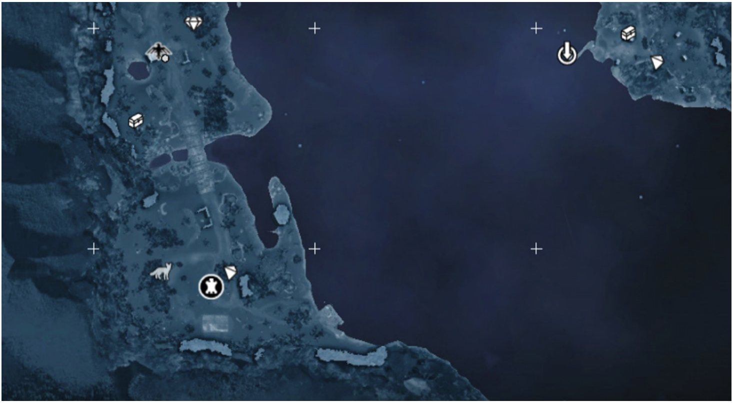
RUISSEAU DU RENARD (NORTHWEST) - NORTH — (37, -259)



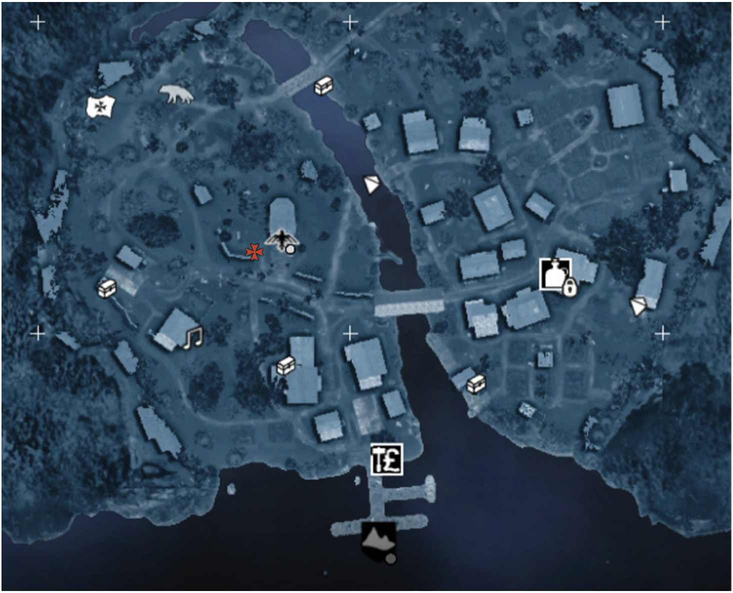


ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	4
🦅	Viewpoint	1
▷	Animus Fragment	2
♫	Shanty	1
💎	Prosperity Fragment	2
🏠	Outpost Raid	1
●	Hunting Challenge	1
🦌	Deer	N/A
🦊	Fox	N/A

RUISSEAU DU RENARD (NORTHWEST) - SOUTH — (45, -300)

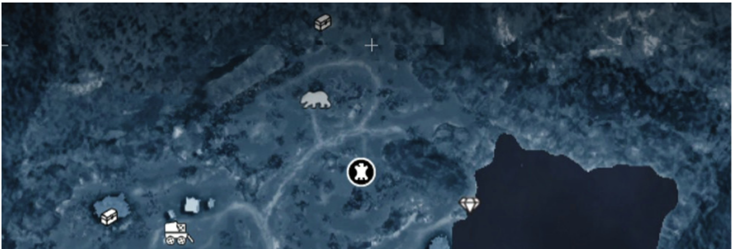


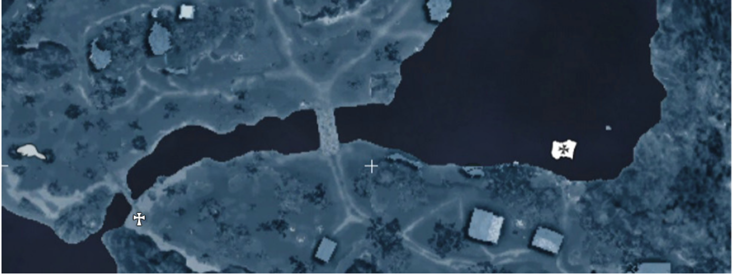
SLEEPY HOLLOW (SOUTH) — (570, -896)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	4
	Viewpoint	1
	Animus Fragment	2
♫	Shanty	1
	Templar Map	1
	Renovations	1
T£	General Store	Yes
T£	Harbormaster	Yes
	Tavern	Yes
	Gray Wolf	N/A
✠	Templar Armour	1

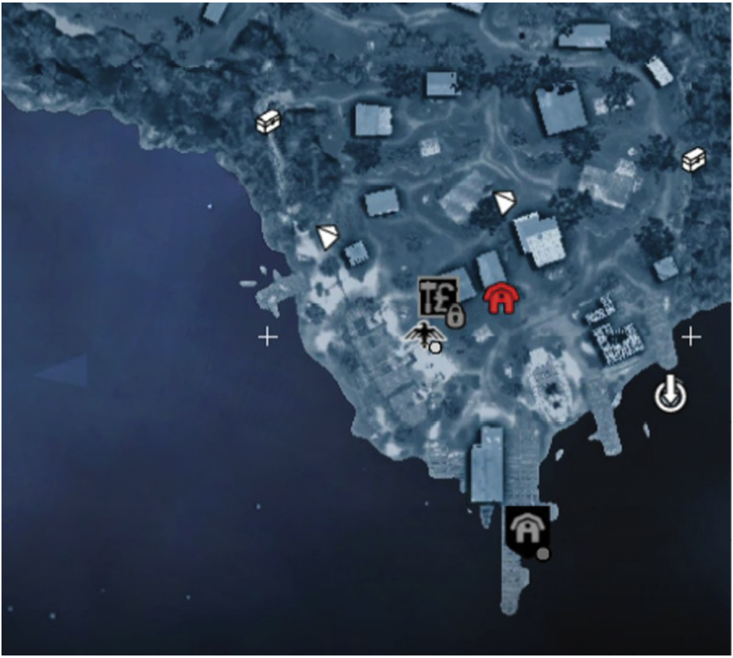
ST. NICOLAS (SOUTHWEST) - NORTH — (174, -711)



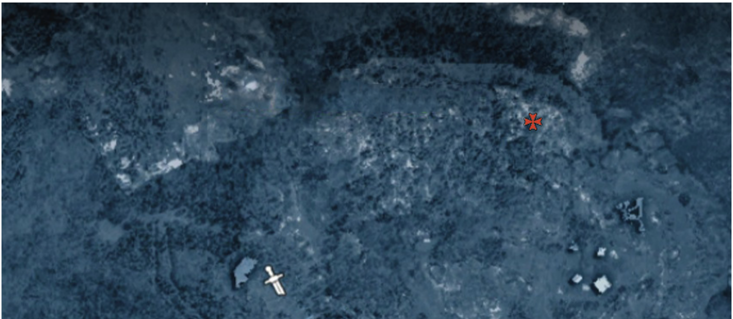


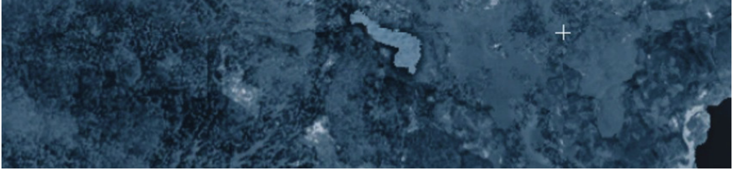
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	4
🦅	Viewpoint	1
▽	Animus Fragment	2
💎	Prosperity Fragment	1
✠	Templar Map	1
🛒	Supply Camp	1
🏠	Settlement	1
●	Hunting Challenge	1
T£	General Store	Yes
T£	Harbormaster	Yes
🦫	Beaver	N/A
🐻	Black Bear	N/A

ST. NICOLAS (SOUTHWEST) - SOUTH — (198, -739)

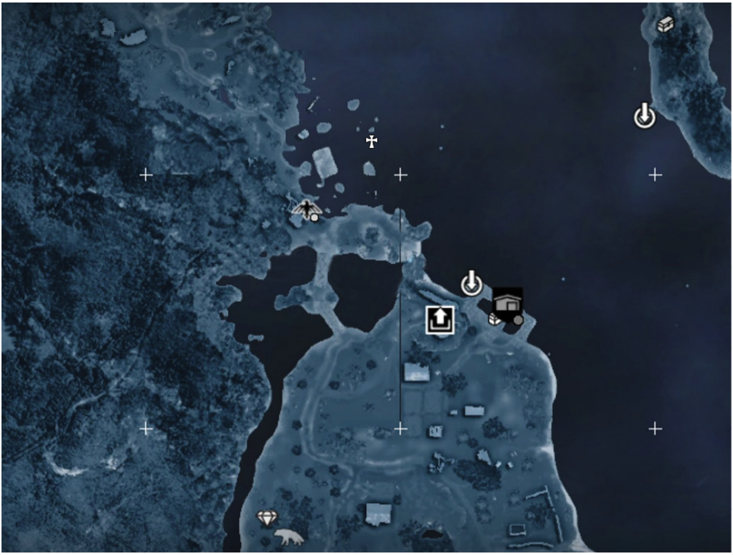


TWIN SNAKE PATH (SOUTHEAST) - NORTH — (667, -594)





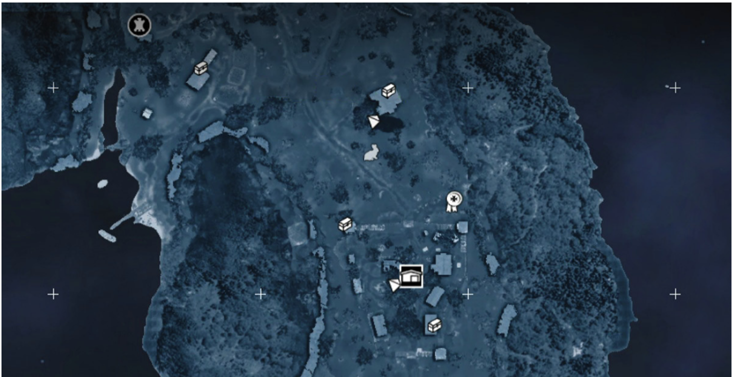
TWIN SNAKE PATH (SOUTHEAST) - MIDDLE — (715, -668)



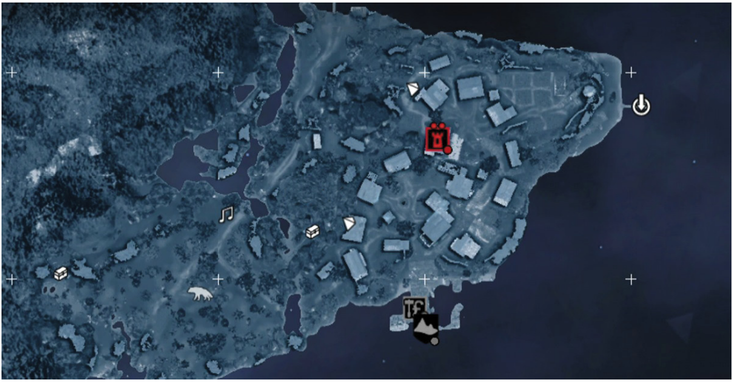
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	5
	Viewpoint	1
	Animus Fragment	3

	Prosperity Fragment	1
	War Letter	1
	Viking Sword	1
	Renovations	1
	Supply Camp	1
	Hunting Challenge	1
	Hare	N/A
	Gray Wolf	N/A
	Templar Armour	1

TWIN SNAKE PATH (SOUTHEAST) - SOUTH — (729, -746)

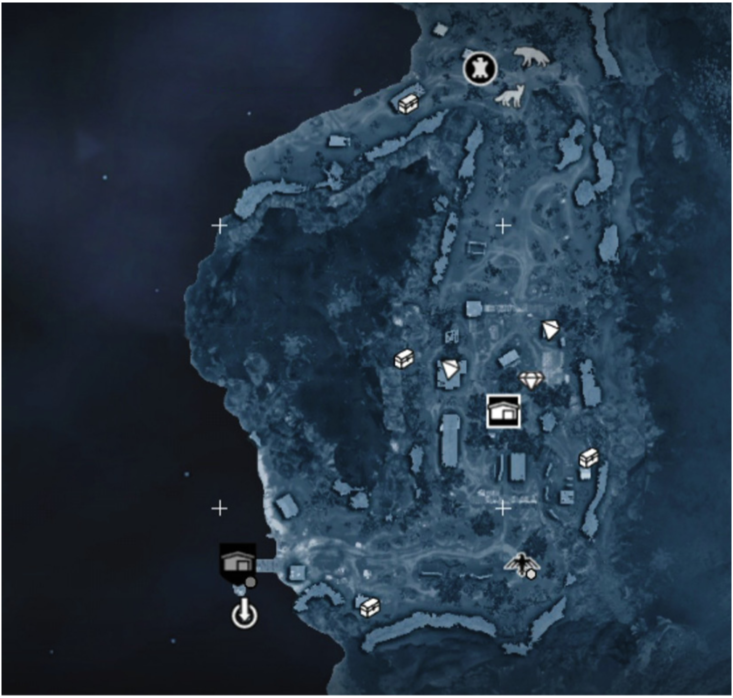


TWO BENDS (SOUTH) — (404, -801)



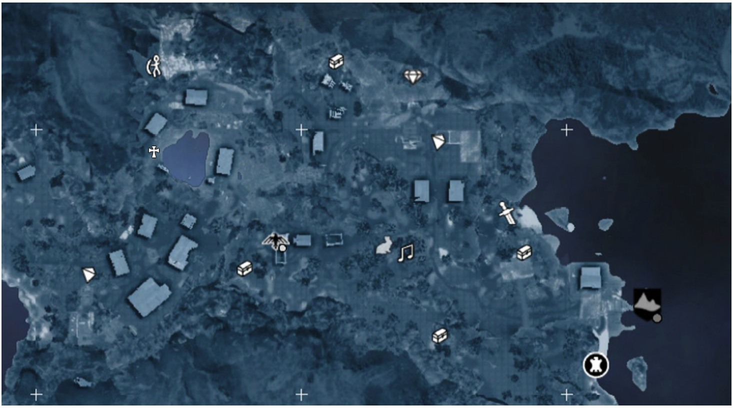
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	2
◁	Animus Fragment	2
♫	Shanty	1
♜	Gang Headquarters	1
⇧	Renovations	1
🐺	Gray Wolf	N/A

VALLÉE VERTE (EAST) — (945, -575)

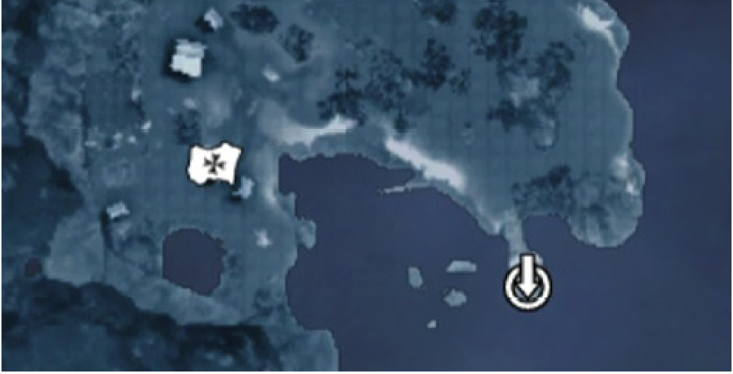


ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	4
🦅	Viewpoint	1
◁	Animus Fragment	2
💎	Prosperity Fragment	1
🦊	Fox	N/A
🐺	Gray Wolf	N/A

VIEILLE CARRIÈRE (NORTH) - NORTH — (531, -41)



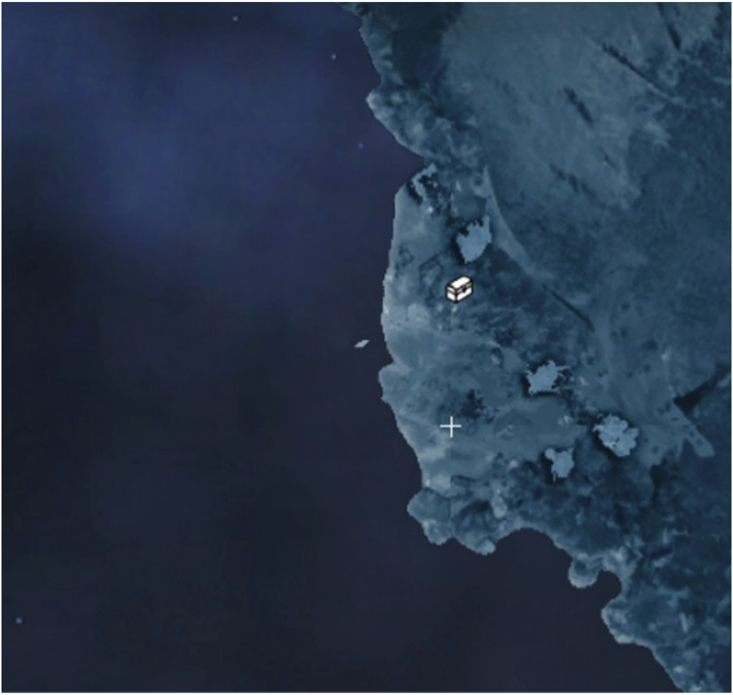
VIEILLE CARRIÈRE (NORTH) - SOUTH — (565, -96)



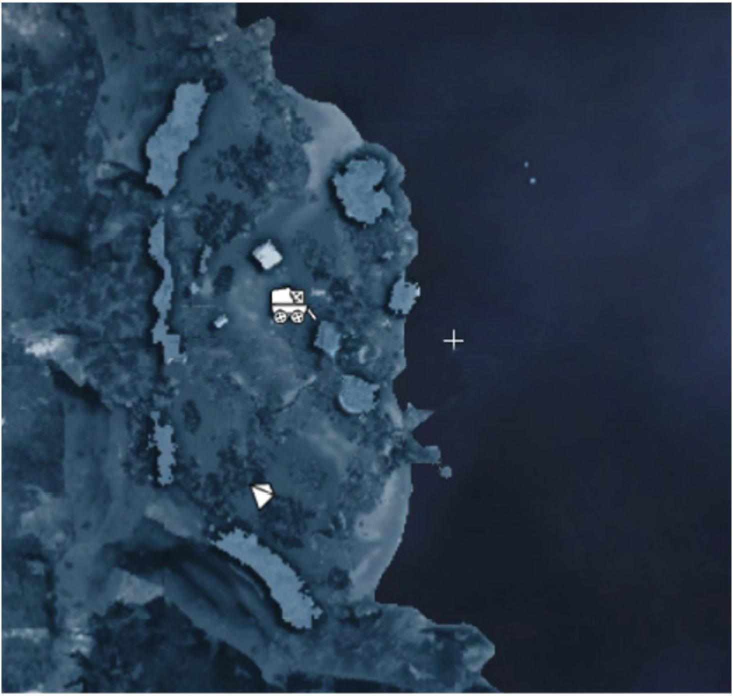
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	4
🦅	Viewpoint	1
◁	Animus Fragment	2
♫	Shanty	1
💎	Prosperity Fragment	1
🗡	Viking Sword	1
✠	Templar Map	1 (Look South)
🏹	Cave Painting	1
⇧	Renovations	1
●	Hunting Challenge	1

	Supply Camp	1
	Beaver	N/A
	Arctic Hare	N/A

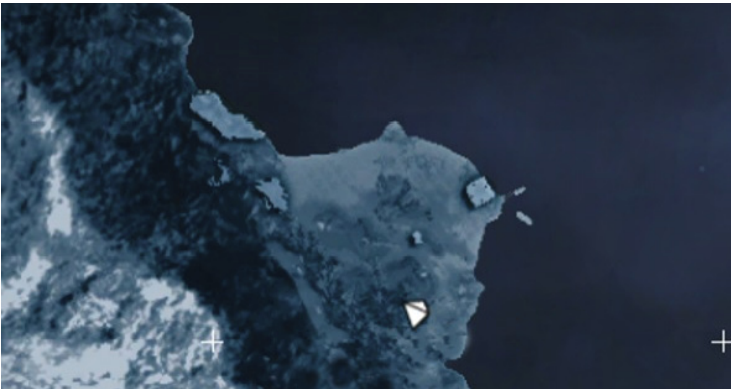
UNCHARTED — (933, -903)

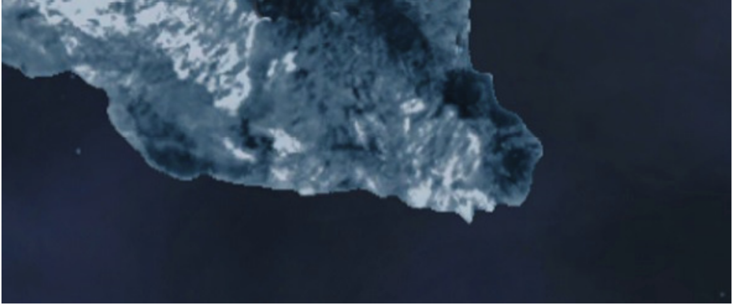


UNCHARTED — (716, -846)



UNCHARTED — (861, -847)





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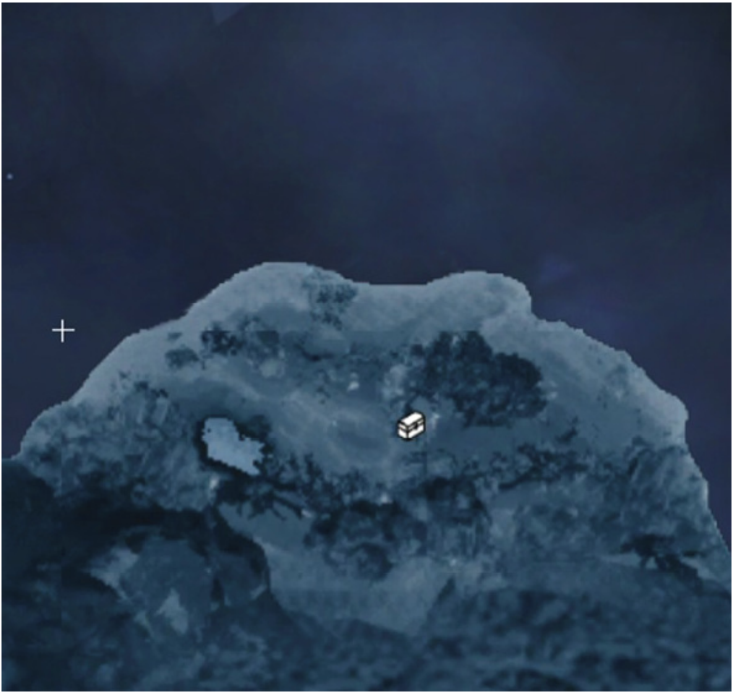
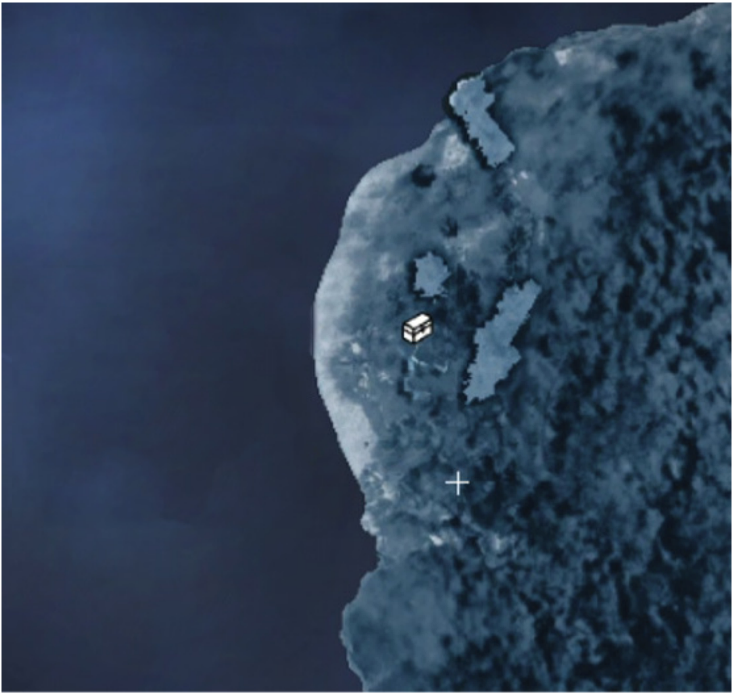
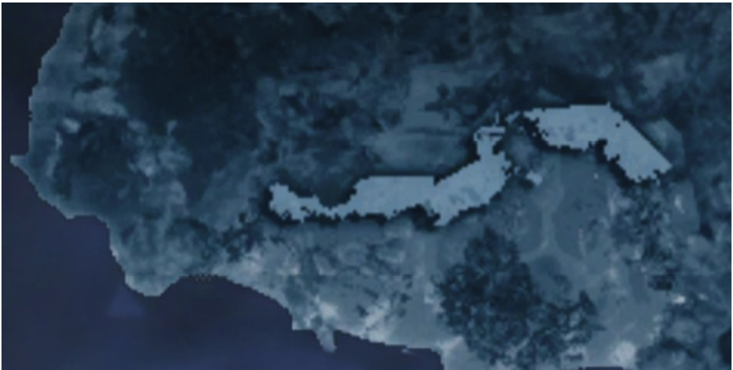
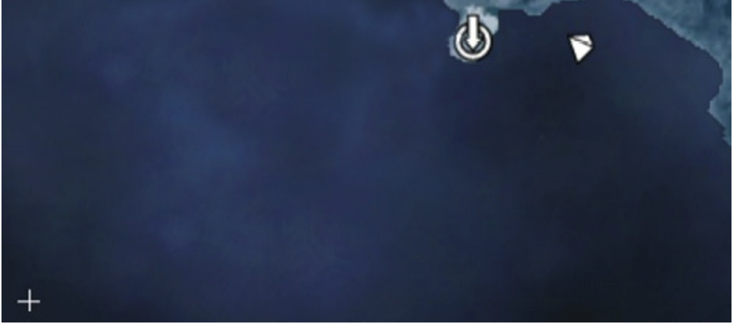


UNCHARTED — (744, -934)

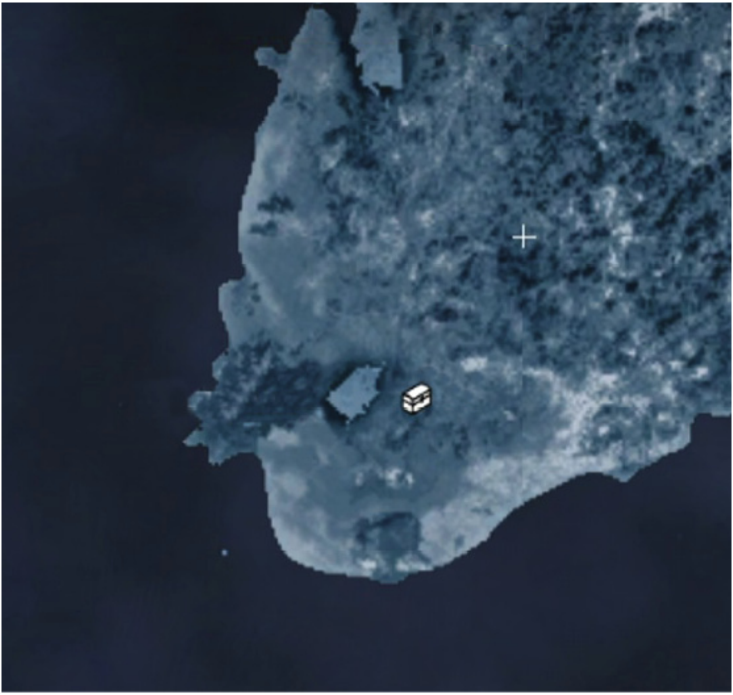


UNCHARTED — (138, -897)

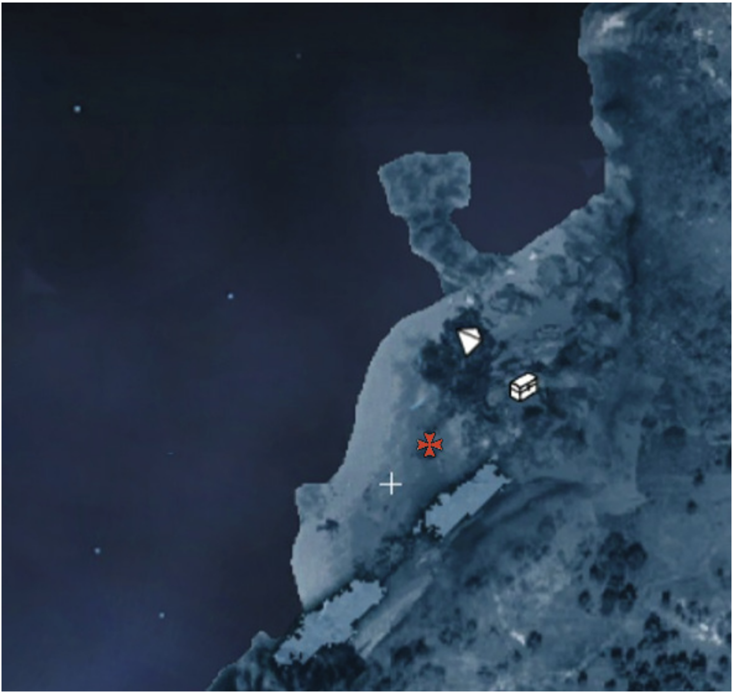




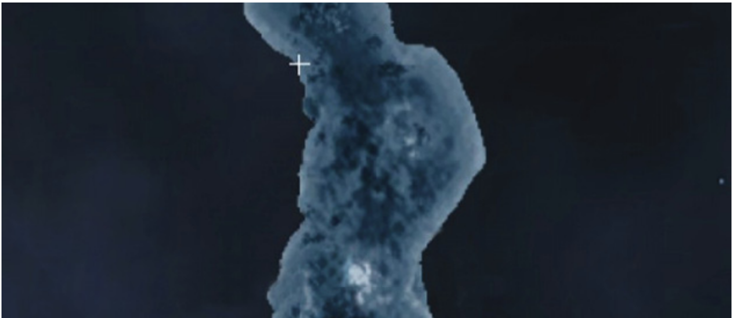
UNCHARTED — (401, -726)



UNCHARTED — (249, -621)



UNCHARTED — (755, -636)



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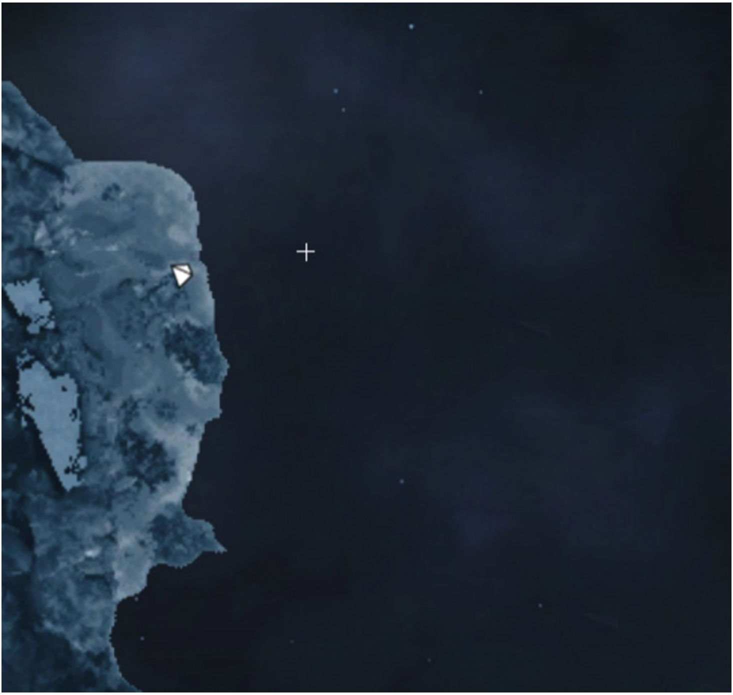

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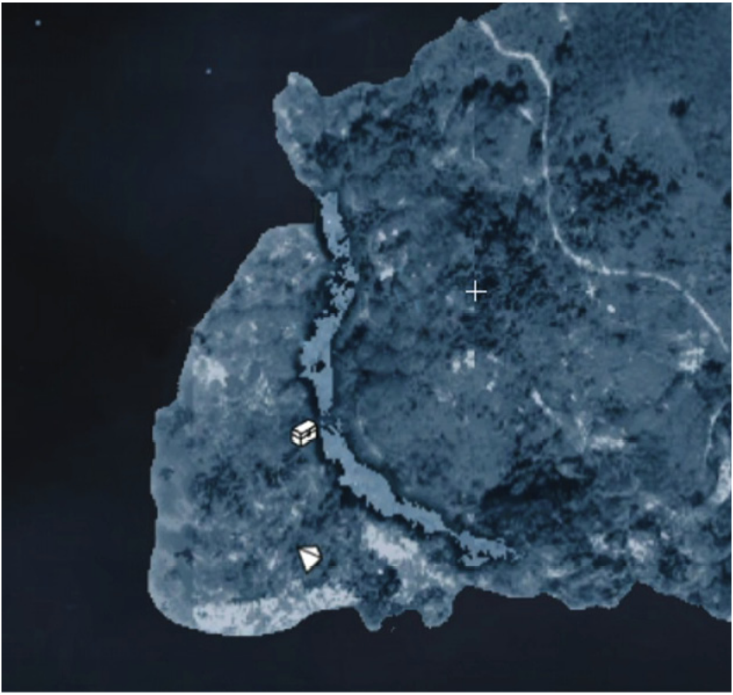

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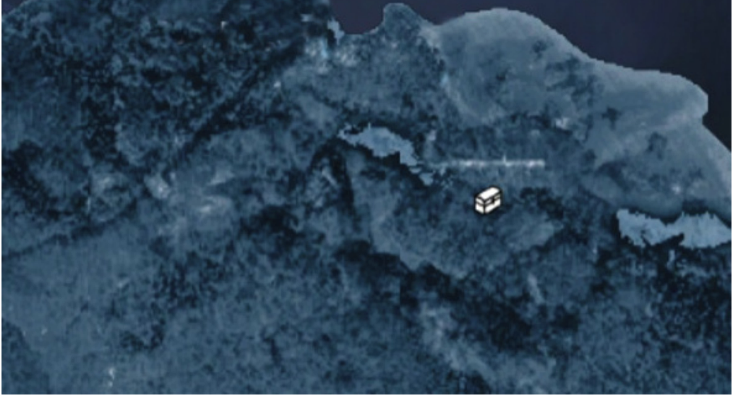

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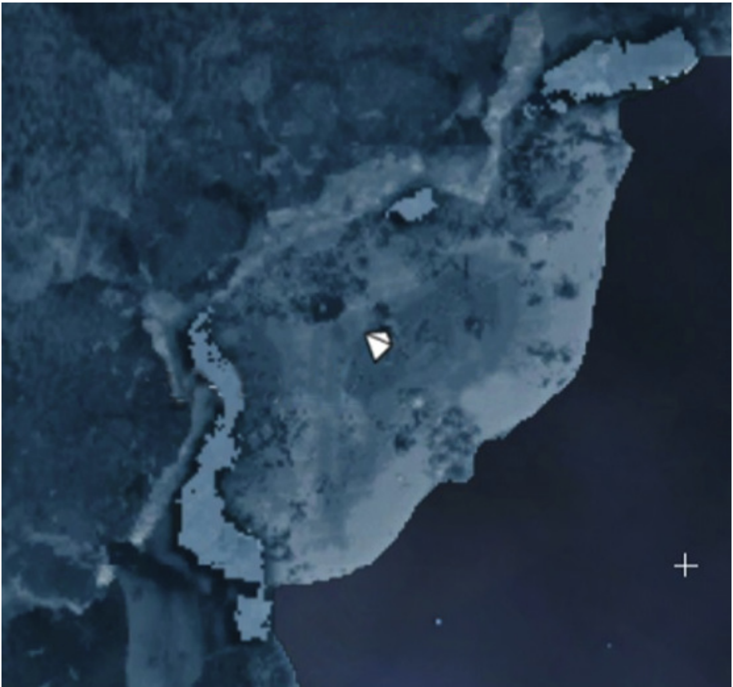

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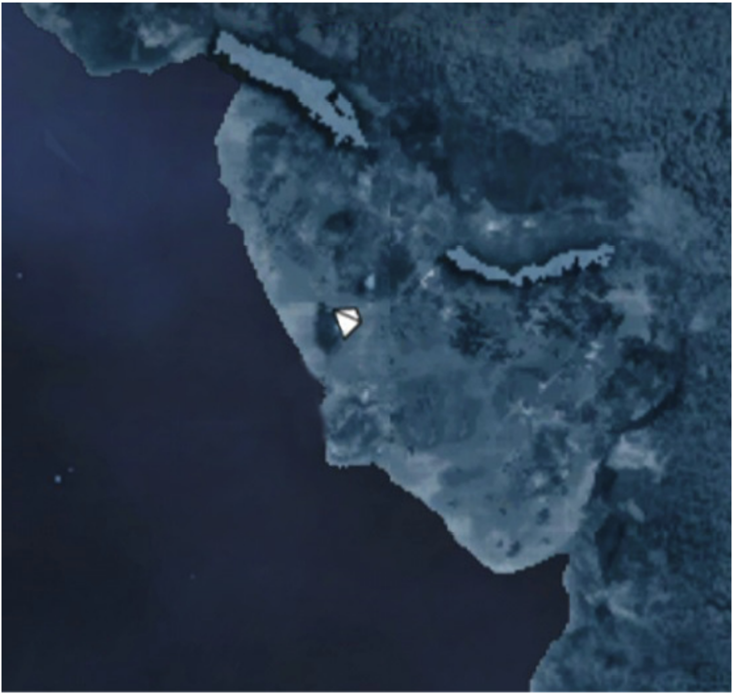

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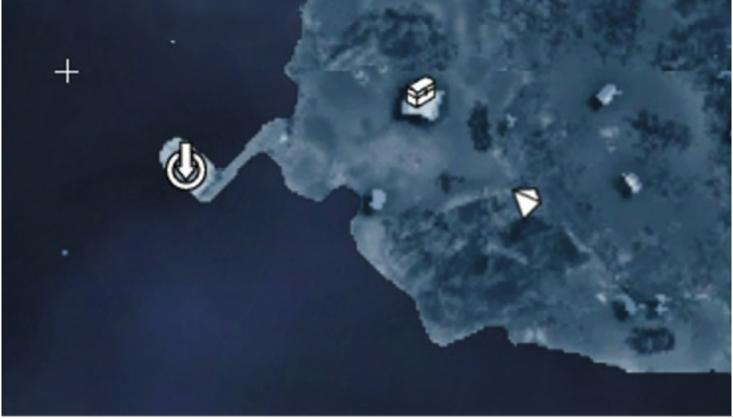

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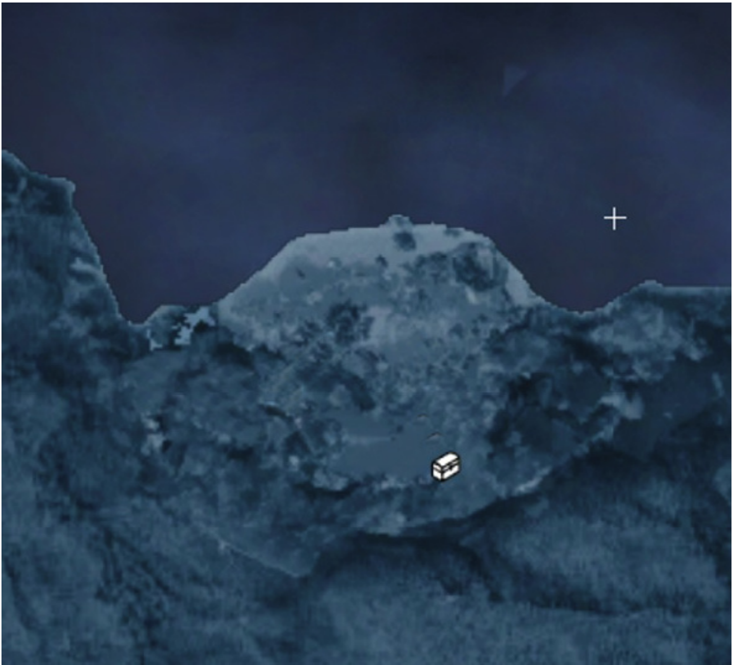

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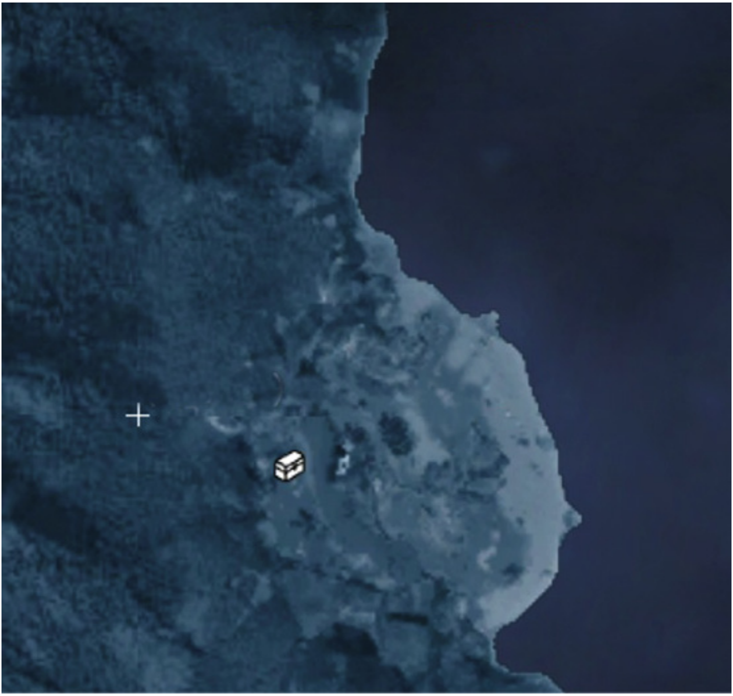

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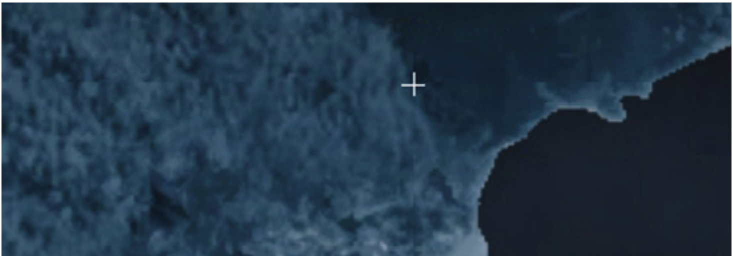

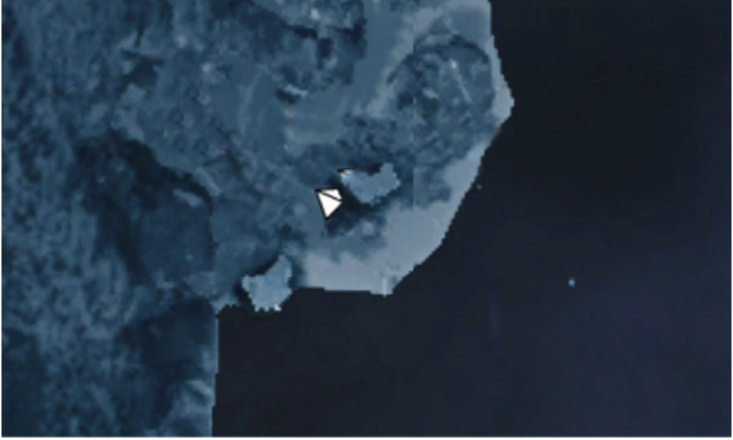

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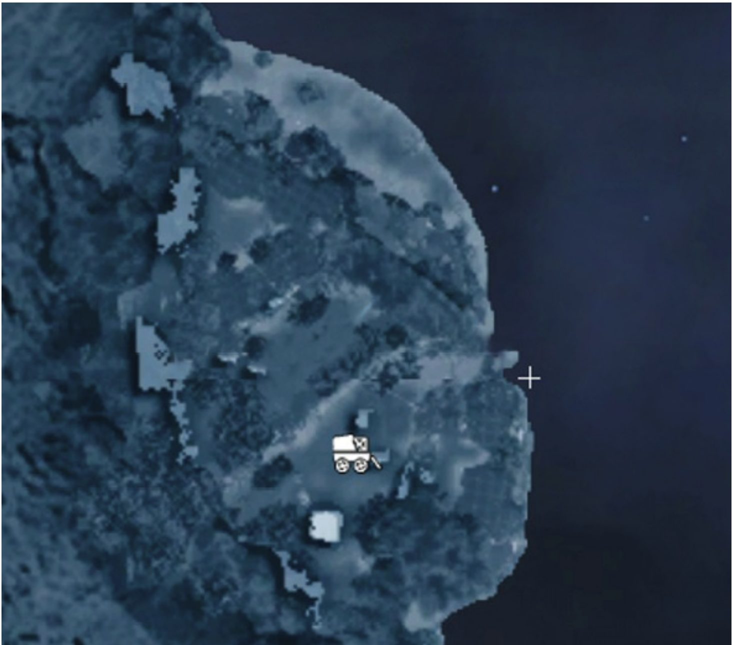

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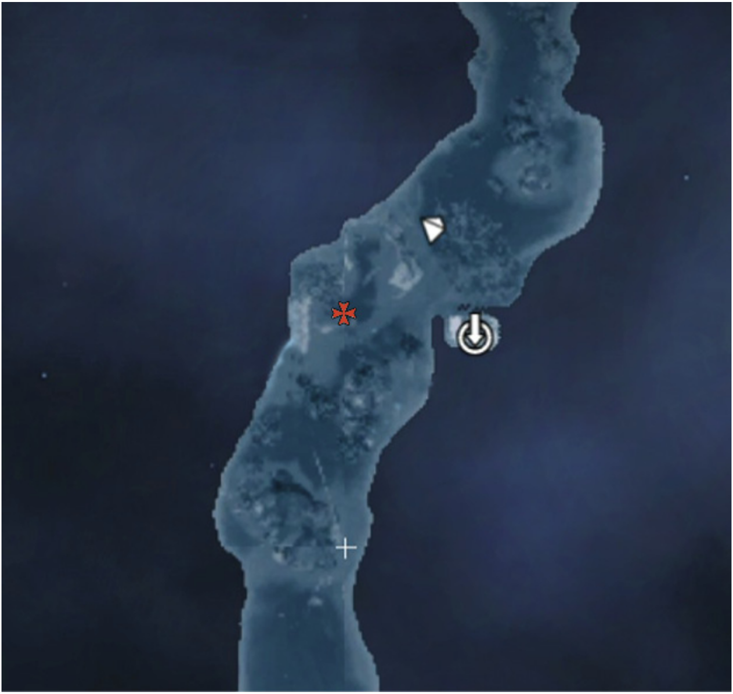

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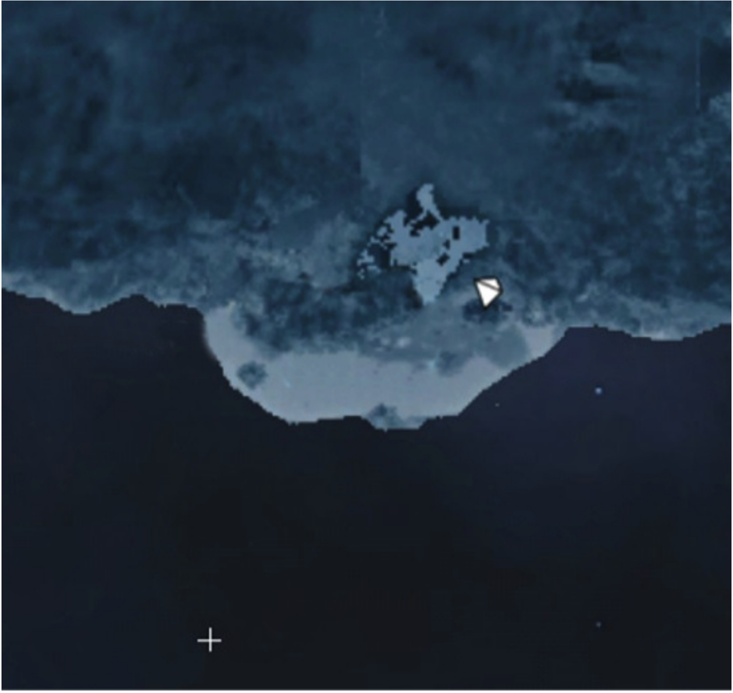

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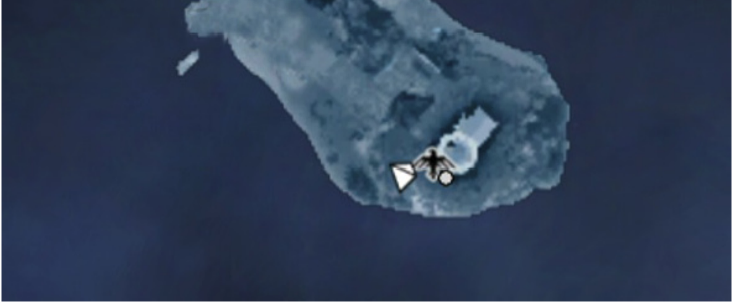
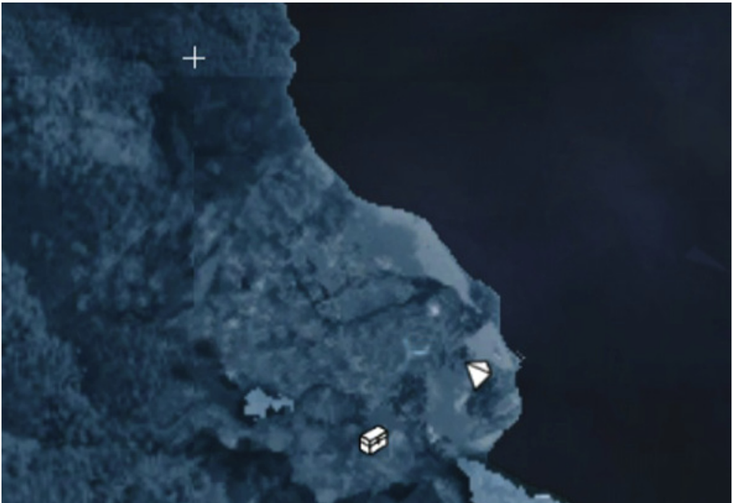
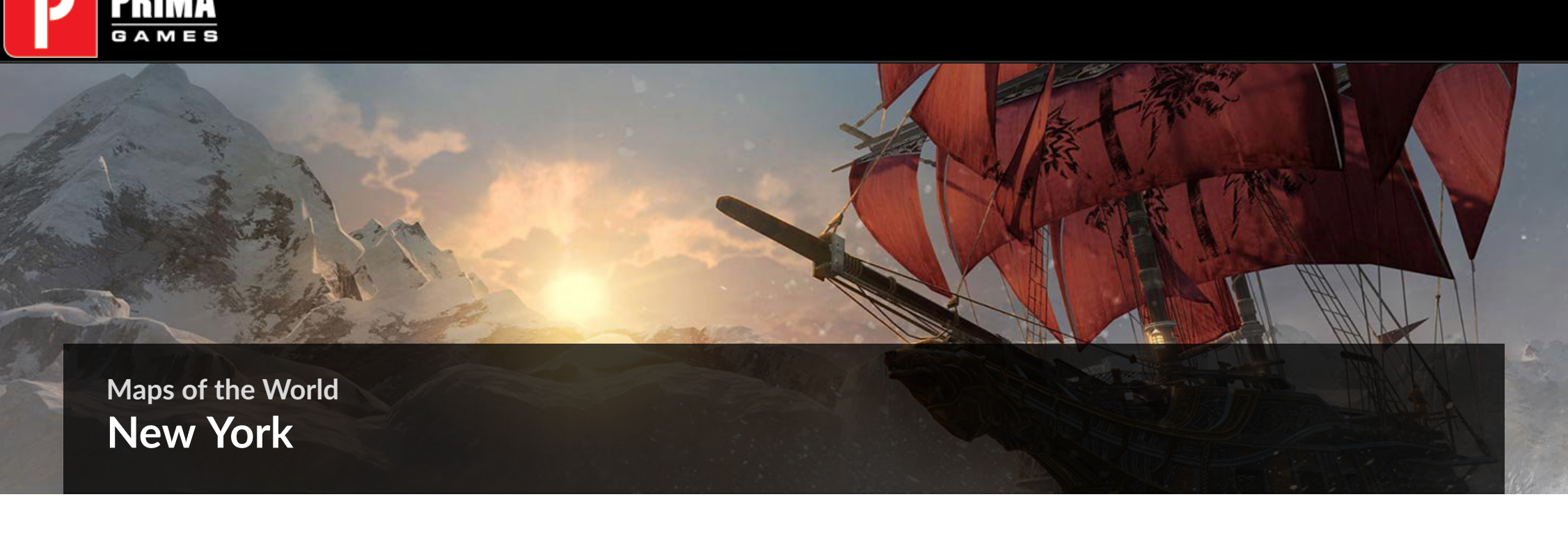


ICON	POINTS OF INTEREST	NUMBER OF ITEMS
🧰	Chests	12
▽	Animus Fragment	14
✠	Templar Armour	2

UNCHARTED — (662, -200)

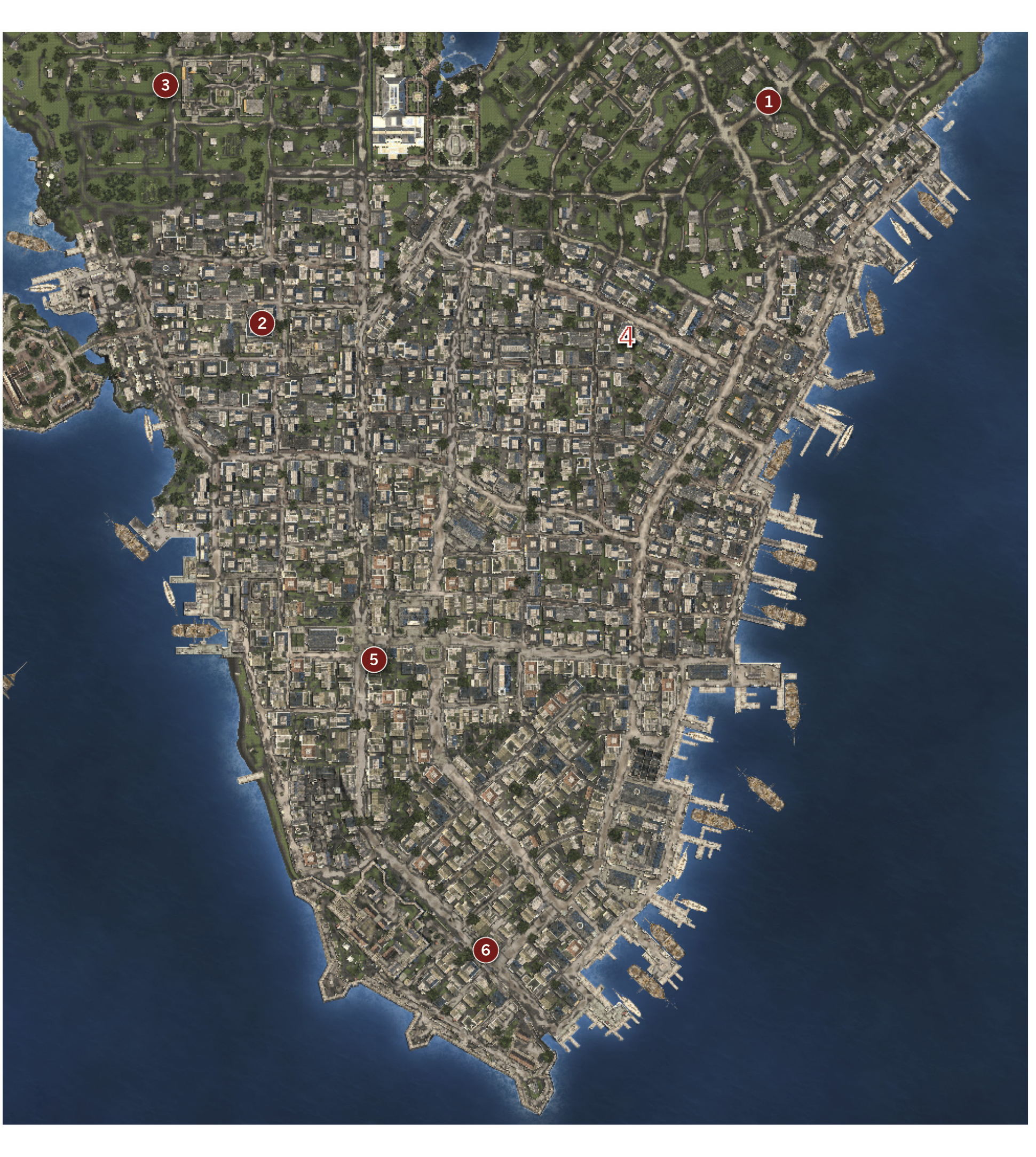




Maps of the World

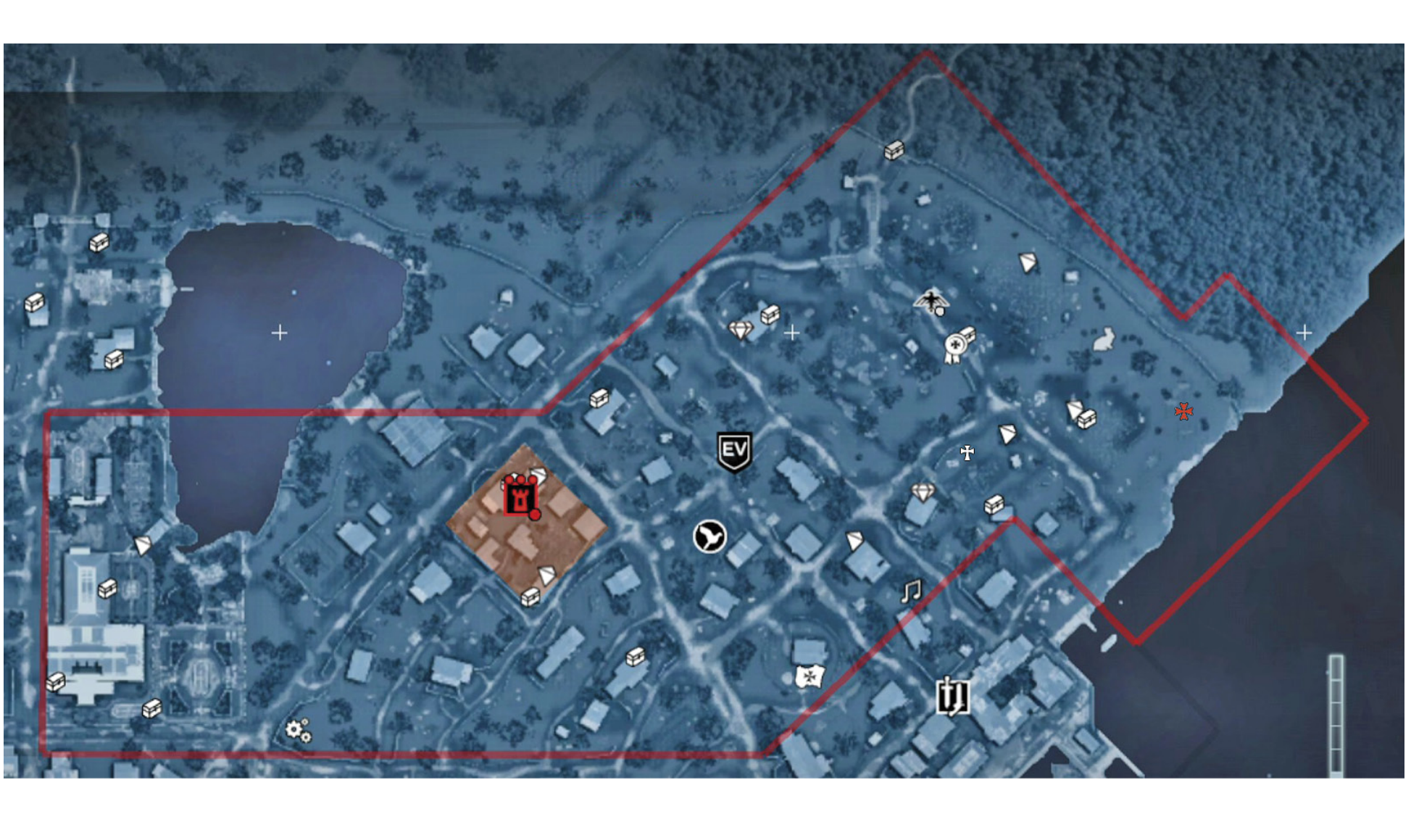
New York

NEW YORK



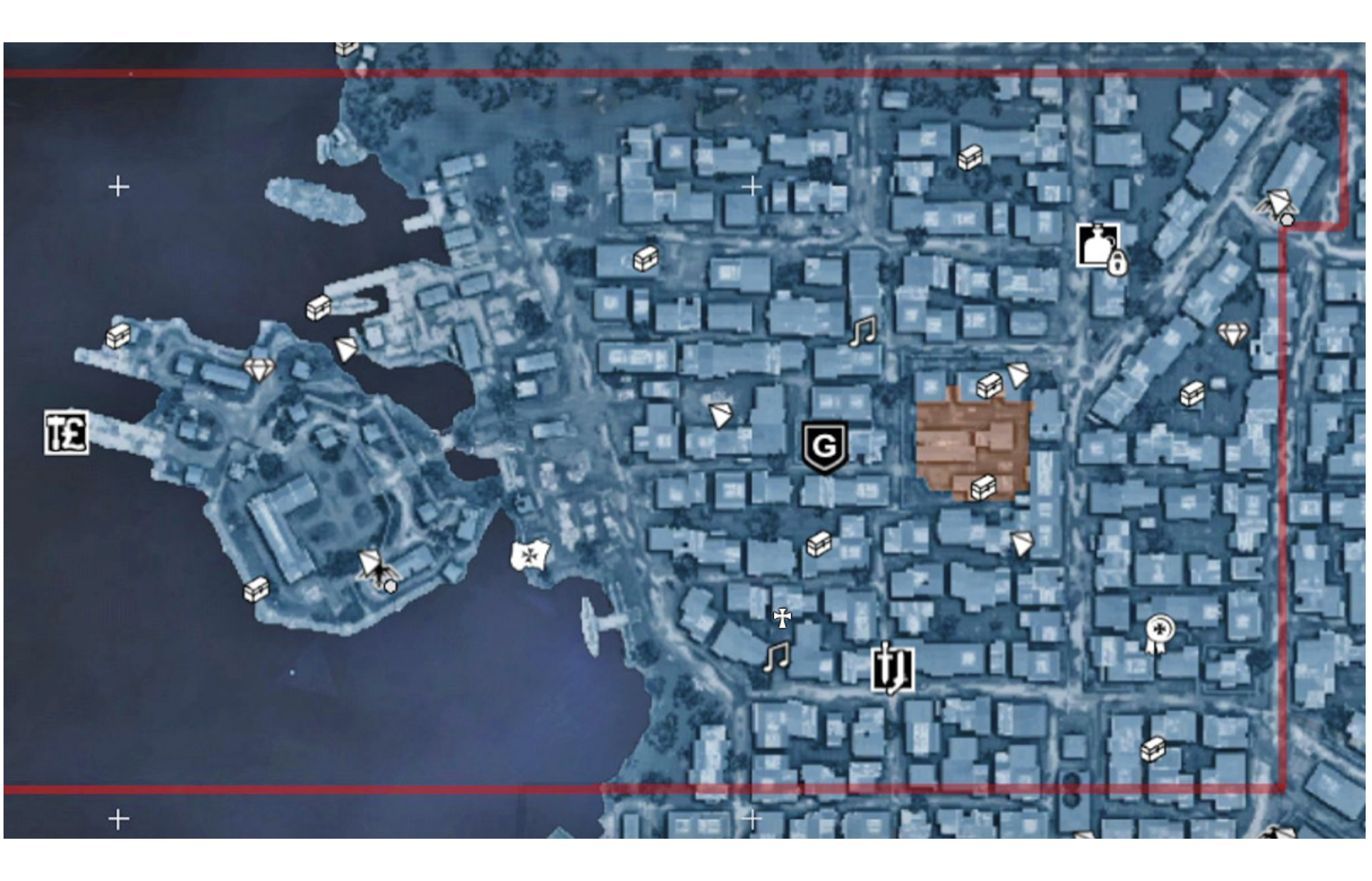
NEW YORK	
1	East Village
2	Greenwich
3	King's Farm
4	Stuyvesant's Farm
5	Lower Manhattan
6	Waterfront

EAST VILLAGE (NORTHEAST) — (594,-280)



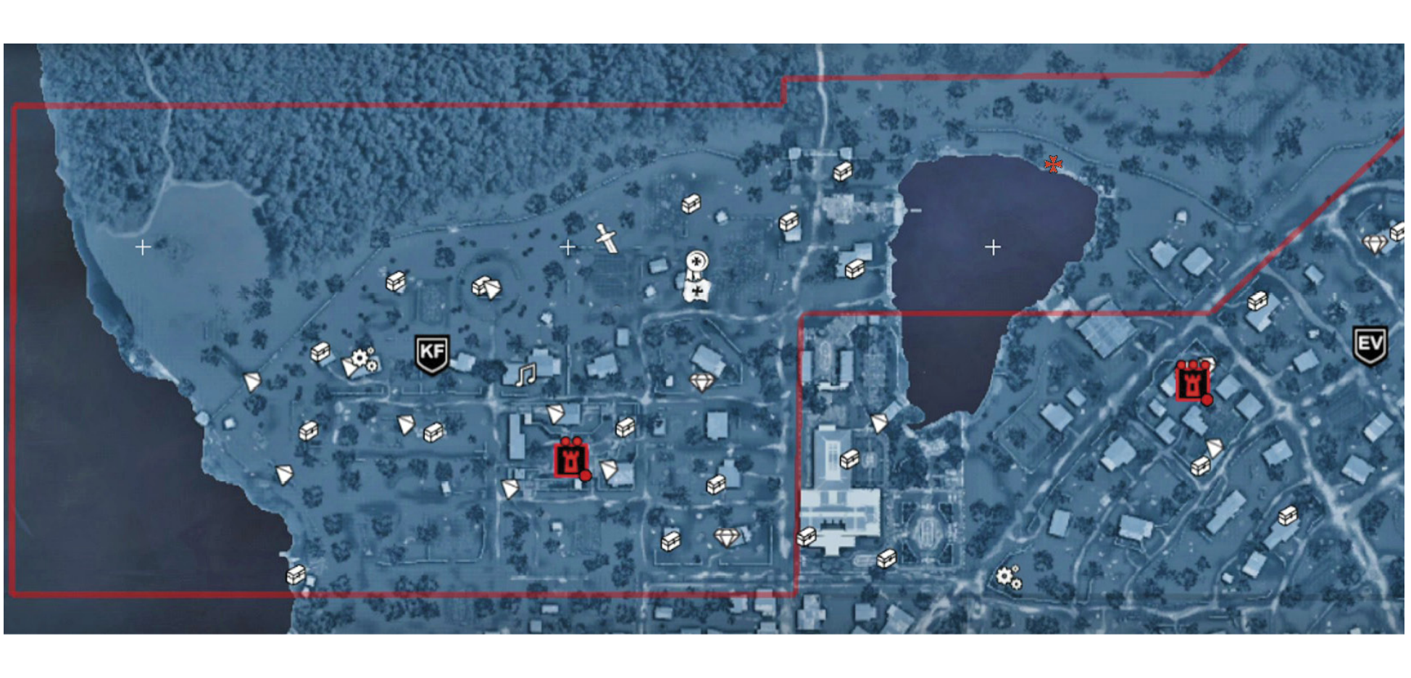
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	12
	Viewpoint	1
	Animus Fragment	7
	Shanty	1
	Prosperity Fragment	2
	War Letter	1
	Blueprint	1 (Elite Round Shot)
	Assassin Interception	1
	Gang Headquarters	1
	Renovations	2
	Hare	N/A
	Templar Armour	1

GREENWICH (WEST SIDE) — (353, -426)



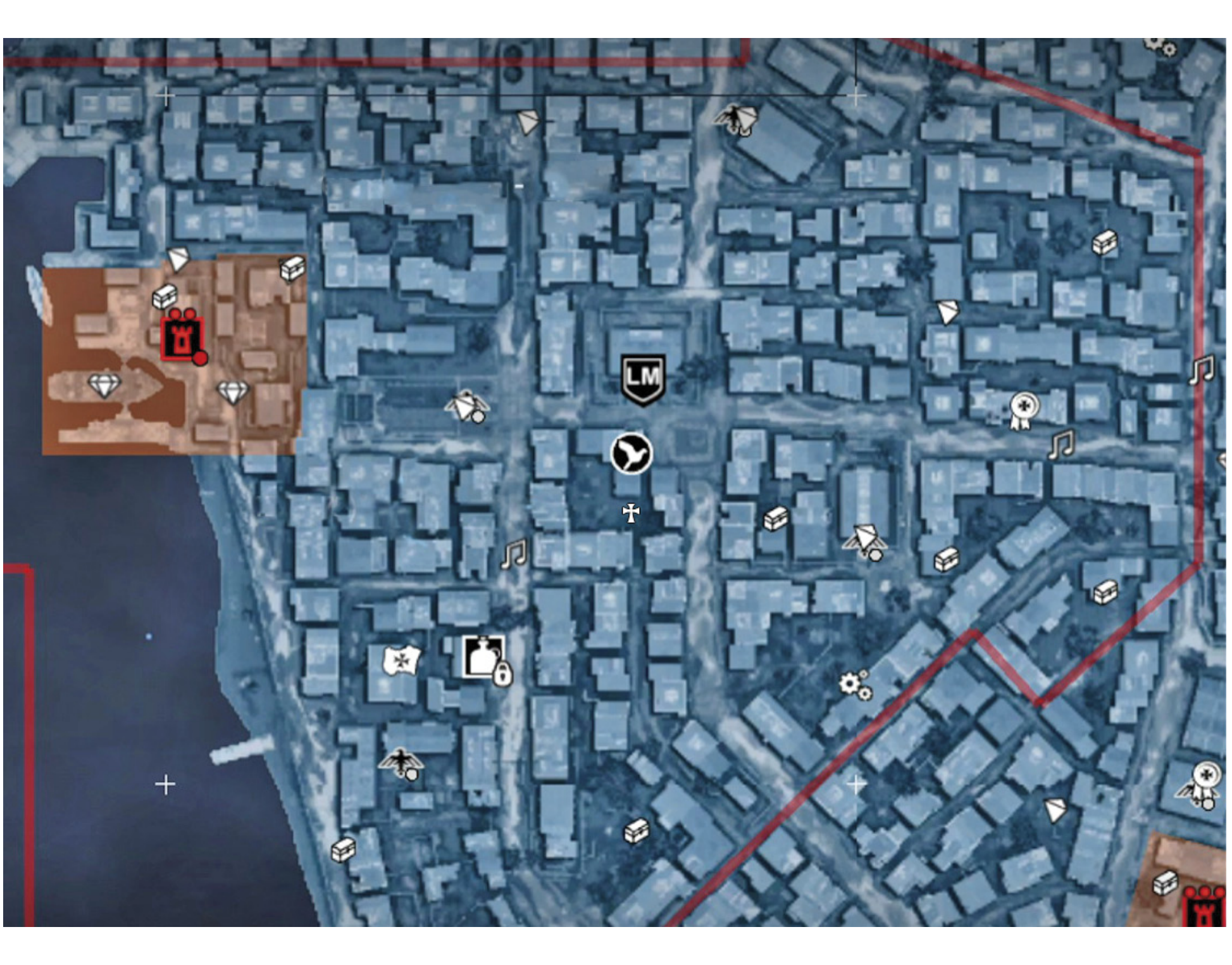
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	9
	Viewpoint	2
	Animus Fragment	6
	Shanty	2
	Prosperity Fragment	2
	War Letter	1
	Templar Map	1
	Assassin Interception	1
	Gang Headquarters	1
	Renovations	2
	General Store	Yes
	Harbormaster	Yes
	Tavern	Yes
	Animal 1	N/A
	Animal 2	N/A

KING'S FARM (NORTHWEST) — (431, -263)



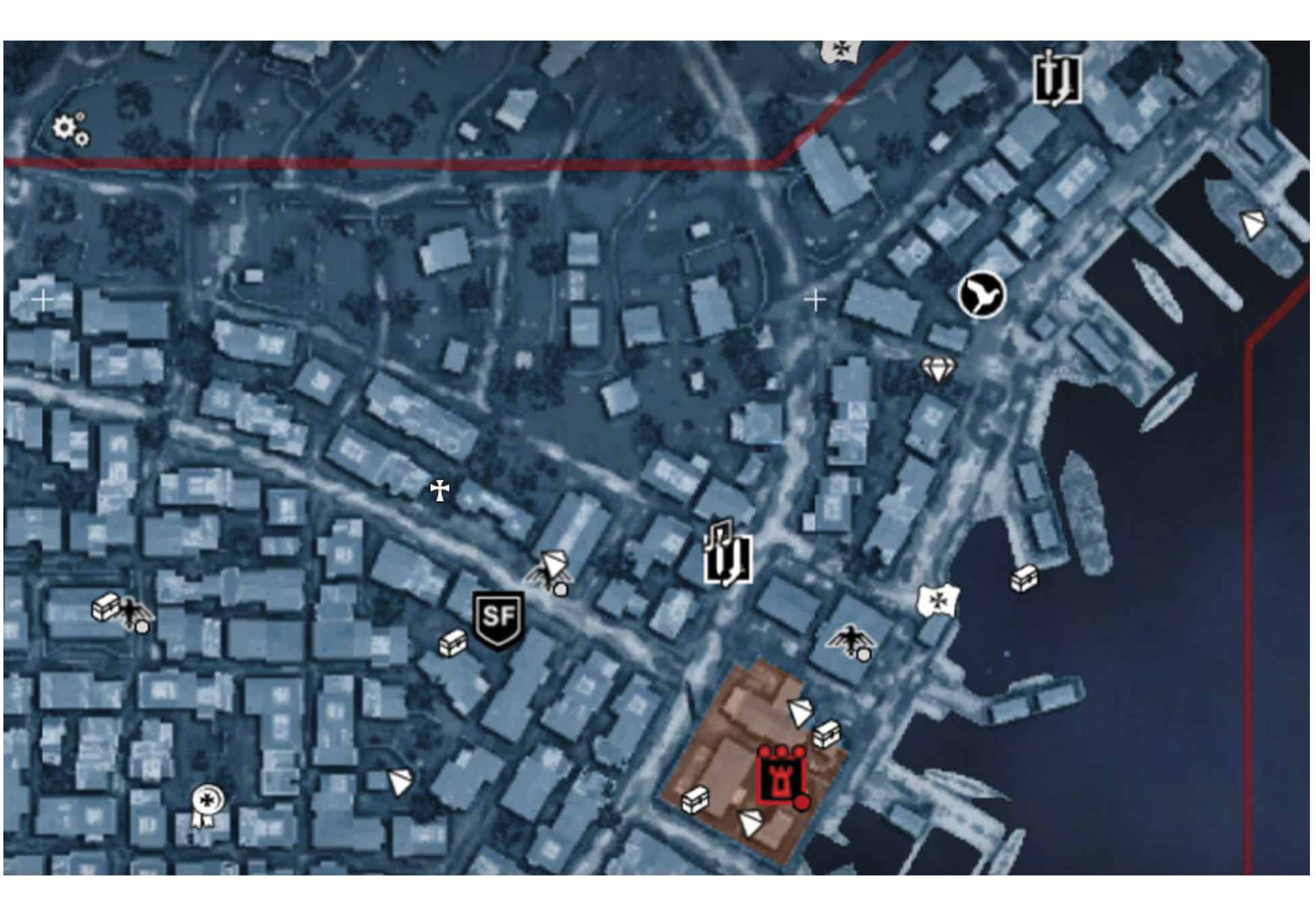
ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	14
	Animus Fragment	8
	Shanty	1
	Prosperity Fragment	2
	War Letter	1
	Viking Sword	1
	Templar Map	1
	Blueprint	1 (Blackbeard Sails)
	Gang Headquarters	1
	Renovations	2
	Fox	N/A
	Templar Armour	1

LOWER MANHATTAN (SOUTH SIDE) — (427, -575)

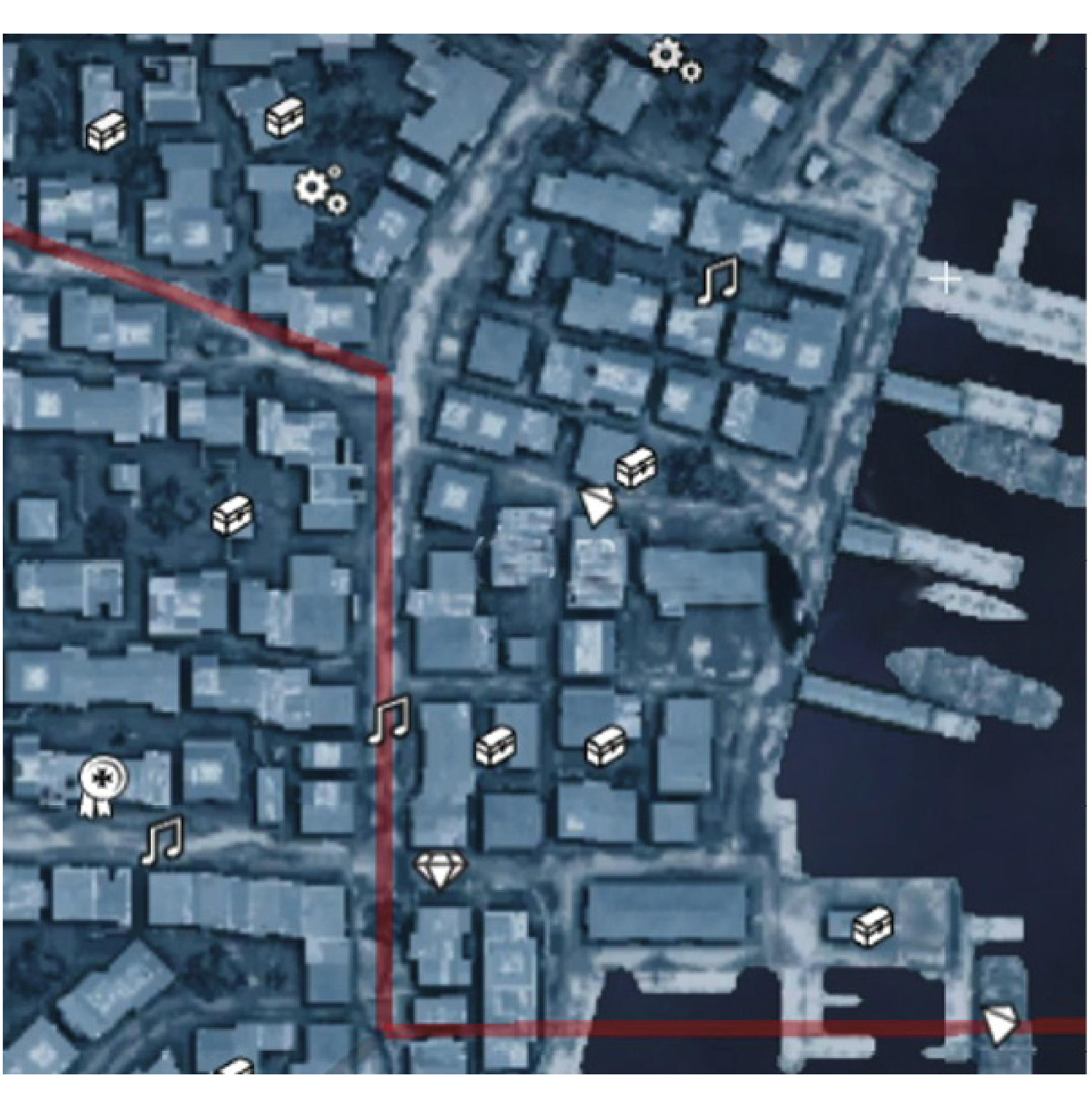


ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	9
	Viewpoint	4
	Animus Fragment	7
	Shanty	2
	Prosperity Fragment	2
	War Letter	1
	Templar Map	1
	Blueprint	1 (Elite Puckle Gun)
	Assassin Interception	1
	Gang Headquarters	1
	Renovations	2
	Tavern	Yes

STUYVESANT'S FARM (EAST SIDE) - NORTH — (604, -398)

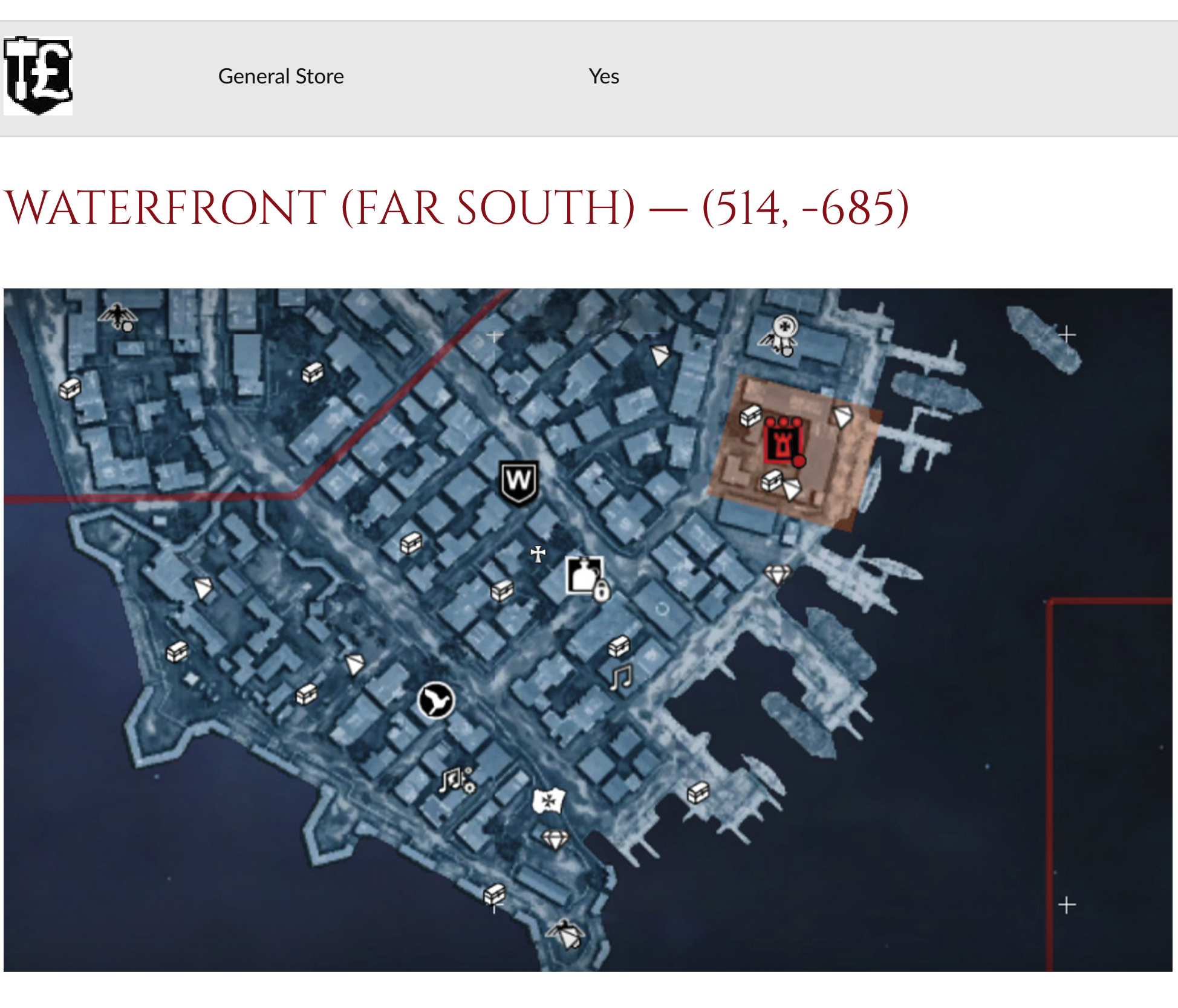


STUYVESANT'S FARM (EAST SIDE) - SOUTH — (611, -532)

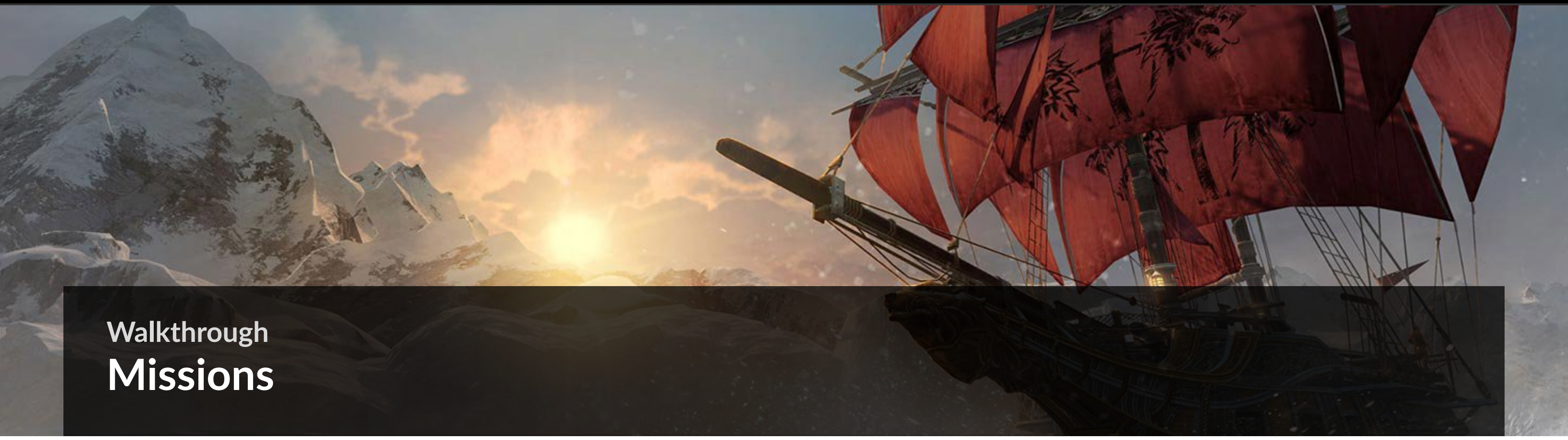


ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	11
	Viewpoint	3
	Animus Fragment	7
	Shanty	3
	Prosperity Fragment	2
	War Letter	1
	Templar Map	1
	Blueprint	2 (Aquila Wheel, Blackbeard Figurehead)
	Assassin Interception	1
	Gang Headquarters	1
	Renovations	3
	General Store	Yes

WATERFRONT (FAR SOUTH) — (514, -685)



ICON	POINTS OF INTEREST	NUMBER OF ITEMS
	Chests	9
	Viewpoint	2
	Animus Fragment	6
	Shanty	2
	Prosperity Fragment	1
	War Letter	1
	Templar Map	1
	Blueprint	1 (Aquila Sails)
	Assassin Interception	1
	Gang Headquarters	1
	Renovations	2
	Tavern	Yes



Walkthrough

Missions

It’s time to see where Shay’s destiny leads. This chapter starts at the beginning and takes you through to the end. This guide avoids mentioning any spoilers when explaining where you are. It refers to your closest allies by name, but your assassination targets and motives are often obscured on purpose in this text to ensure that casual readers don’t ruin anything for themselves.

However, you may not want to read the whole walkthrough before playing. There are definitely surprises, twists, and betrayals along the way.

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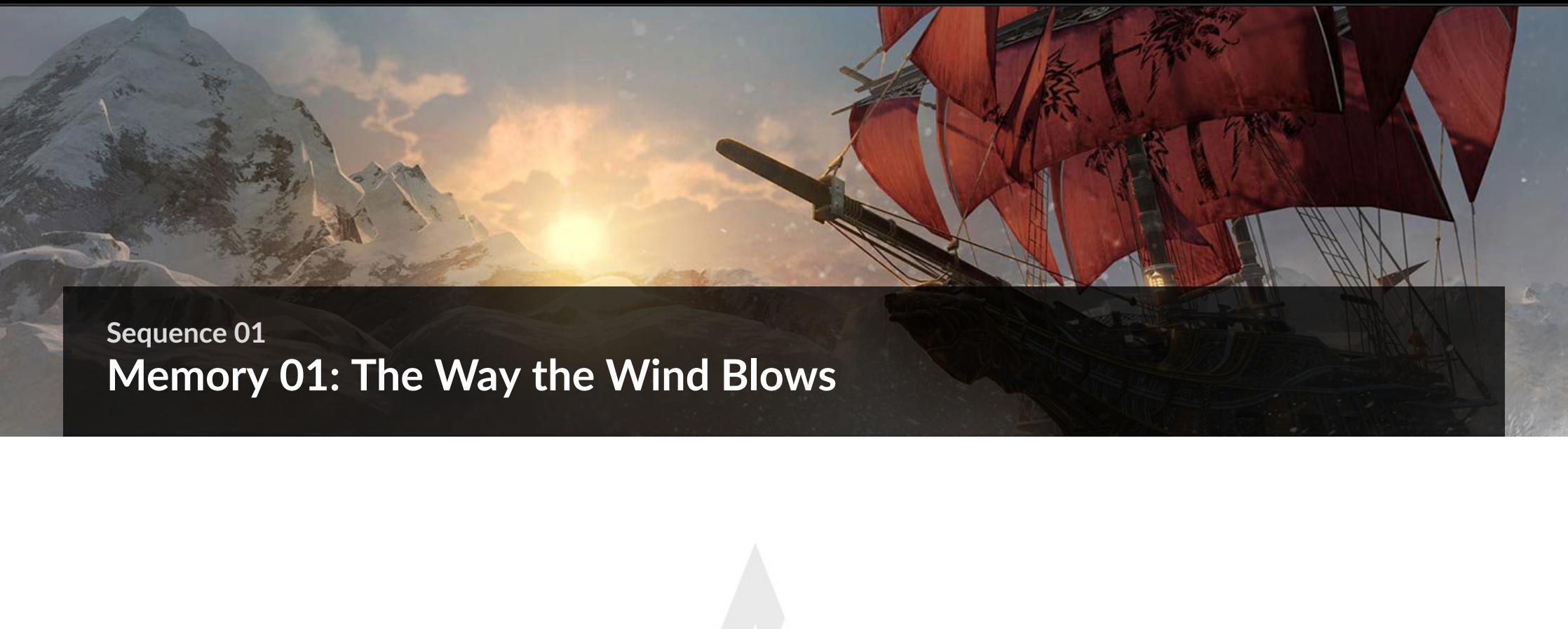


Sequence 01

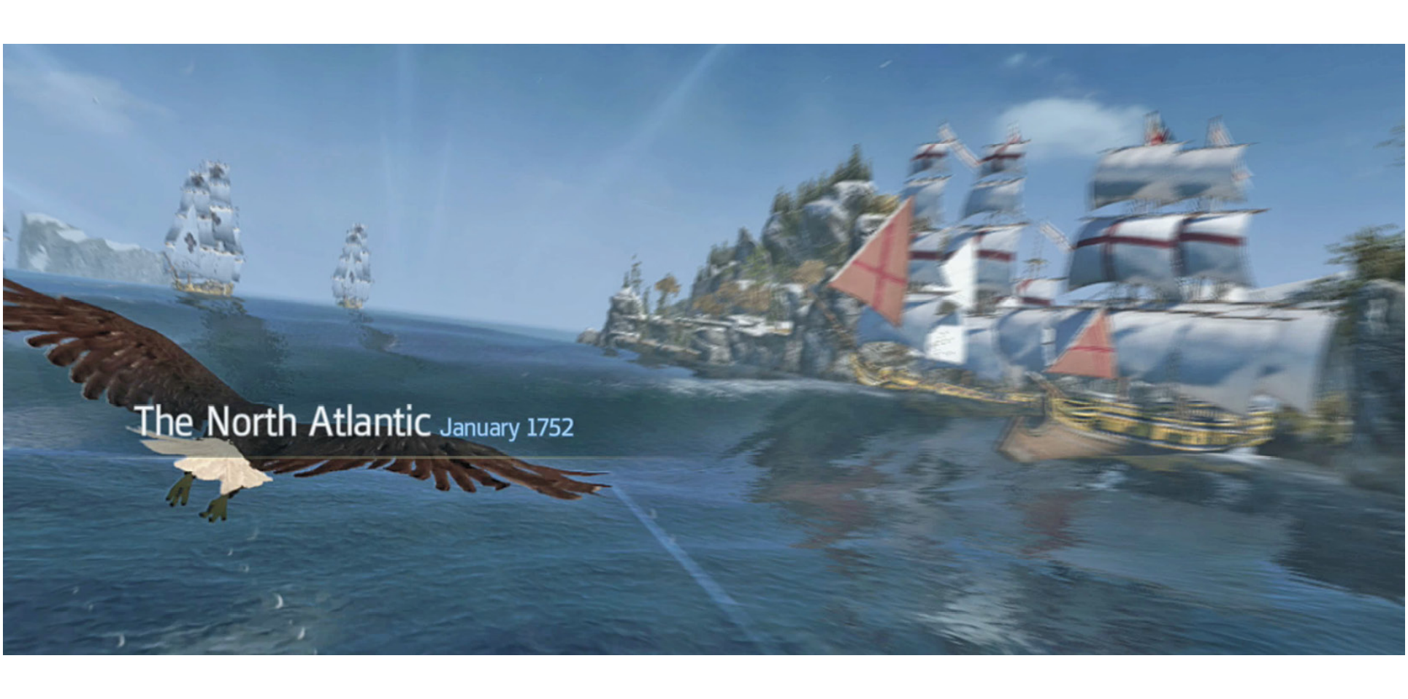
Memory 01: The Way the Wind Blows

(SEQUENCE 01, MEMORY 01)

Location: Port Menier

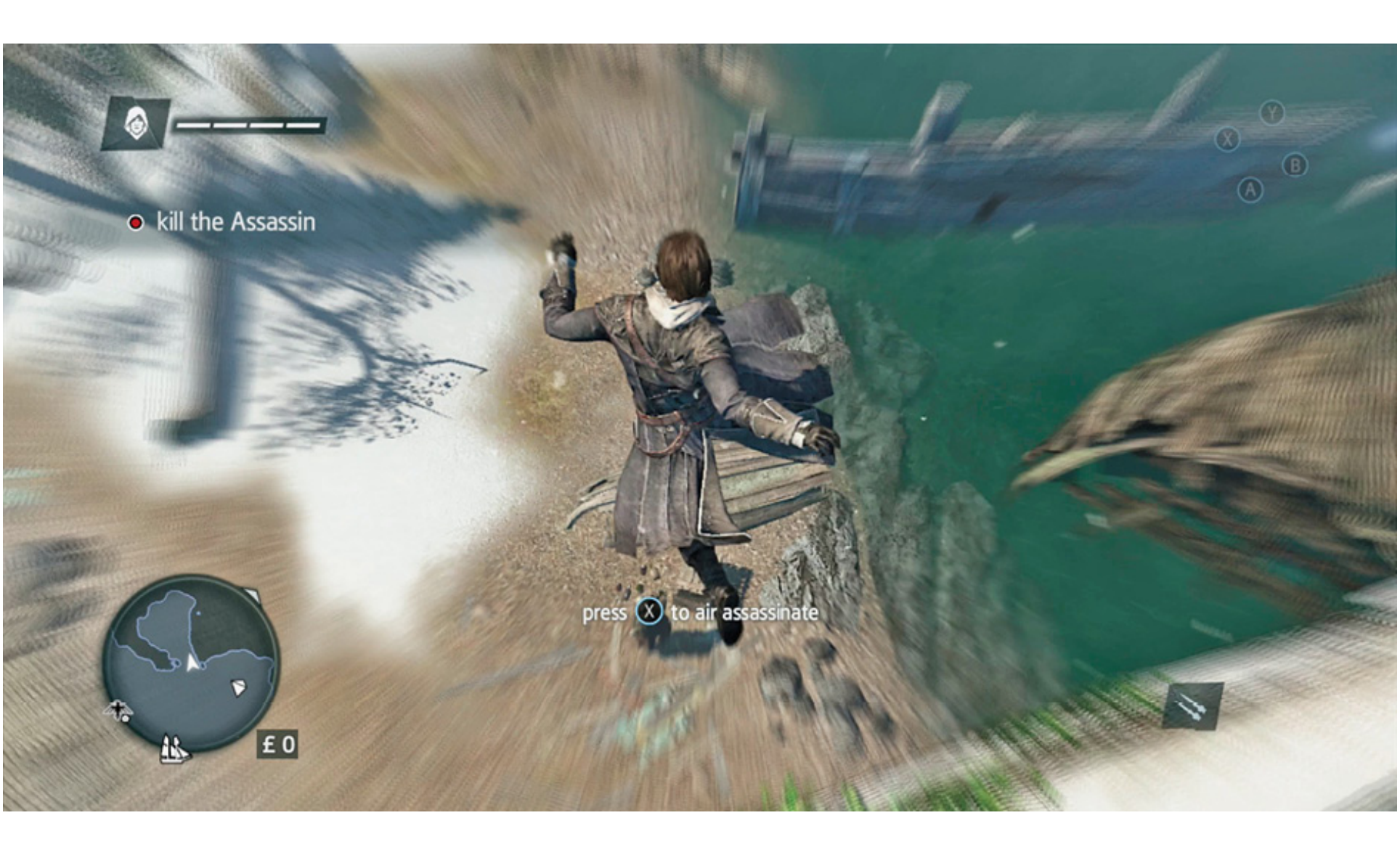
POINTS OF INTEREST	NUMBER OF ITEMS
Chests	5
Viewpoints	1
Animus Fragments	3
Viking Equipment	1
Templar Maps	2
Shanties	1
Arctic Wolves	N/A

The first scene opens during the frigid winter on the Atlantic coast. Shay is dressed for the climate and is standing on a cliff side, ready to begin. Take control of him and use Free Run to race along the tree branches in front of you. Look at your screen to see the waypoint nearby; that is where you need to go first.



Free Run is a powerful tool for traveling across tree limbs and rooftops and for climbing up various obstacles. Hold this down whenever you want to move quickly or get onto something that you're running toward. Don't use it when you're trying to avoid detection, blend in with civilians, or move slowly in general.

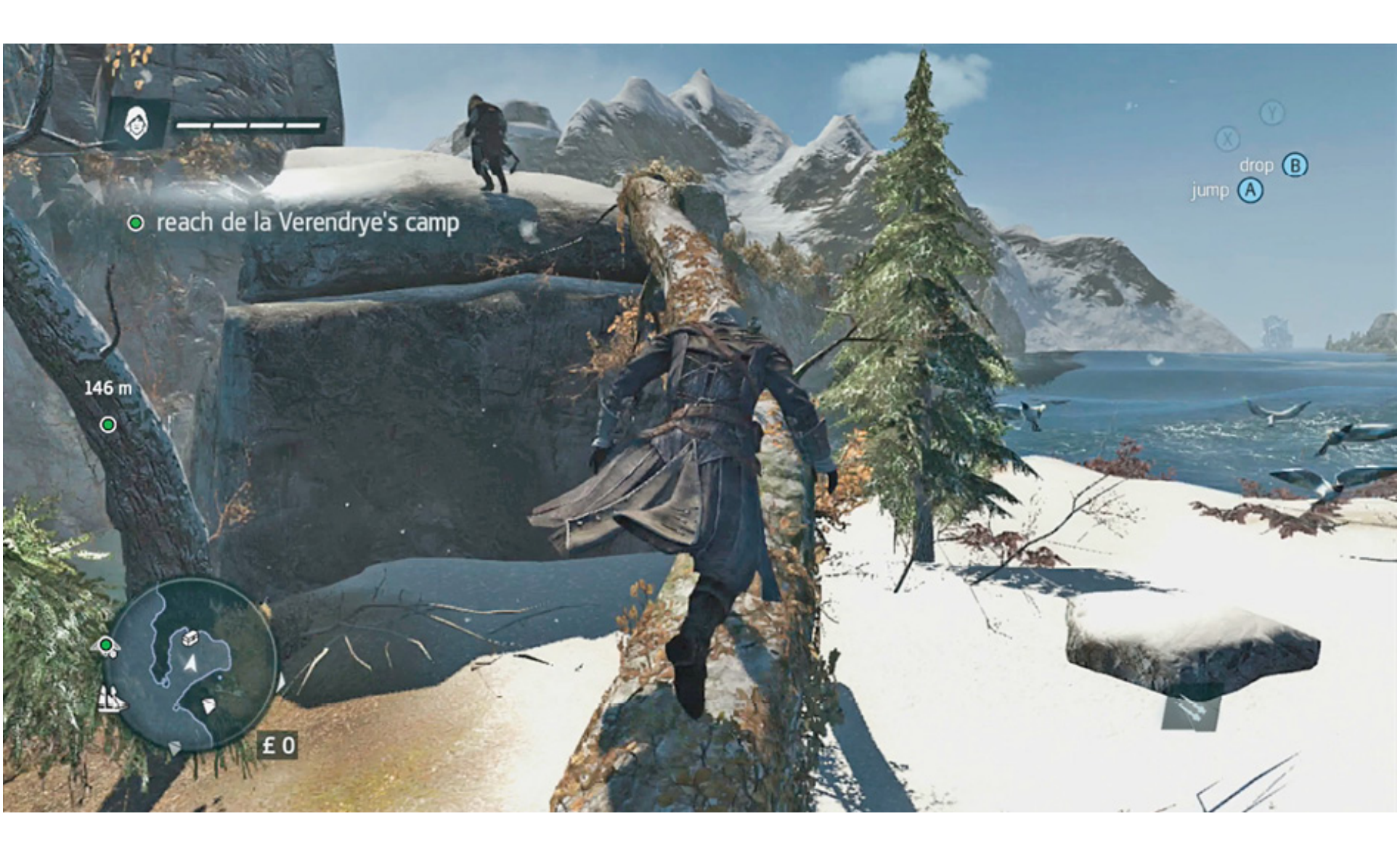
KILL THE ASSASSIN



The waypoint marks a man's location, down on the ground. You can approach him from down there, but it's even more advantageous to position Shay above the target and launch an air assassination. This triggers a cutscene.

Afterward, Shay and his ally Liam travel toward a camp of their allies that's deeper in the wilderness.

REACH DE LA VERENDRYE'S CAMP



Follow Liam as he proceeds through the area. A fallen tree lets you reach a higher stony ledge, and you can Free Run from there toward the next waypoint.

There are collectible items in this region, but you'll soon have more time and freedom to go after them. Stick with Liam for now, and match his route through the cliffs. When you reach the edge of the upper plateau, try jumping off the precipice and down onto a large pile of leaves on the valley floor. This technique is called the Leap of Faith, which is useful for Assassins. Hay, leaves, and other soft materials are perfect to land on when you know how to dive carefully.

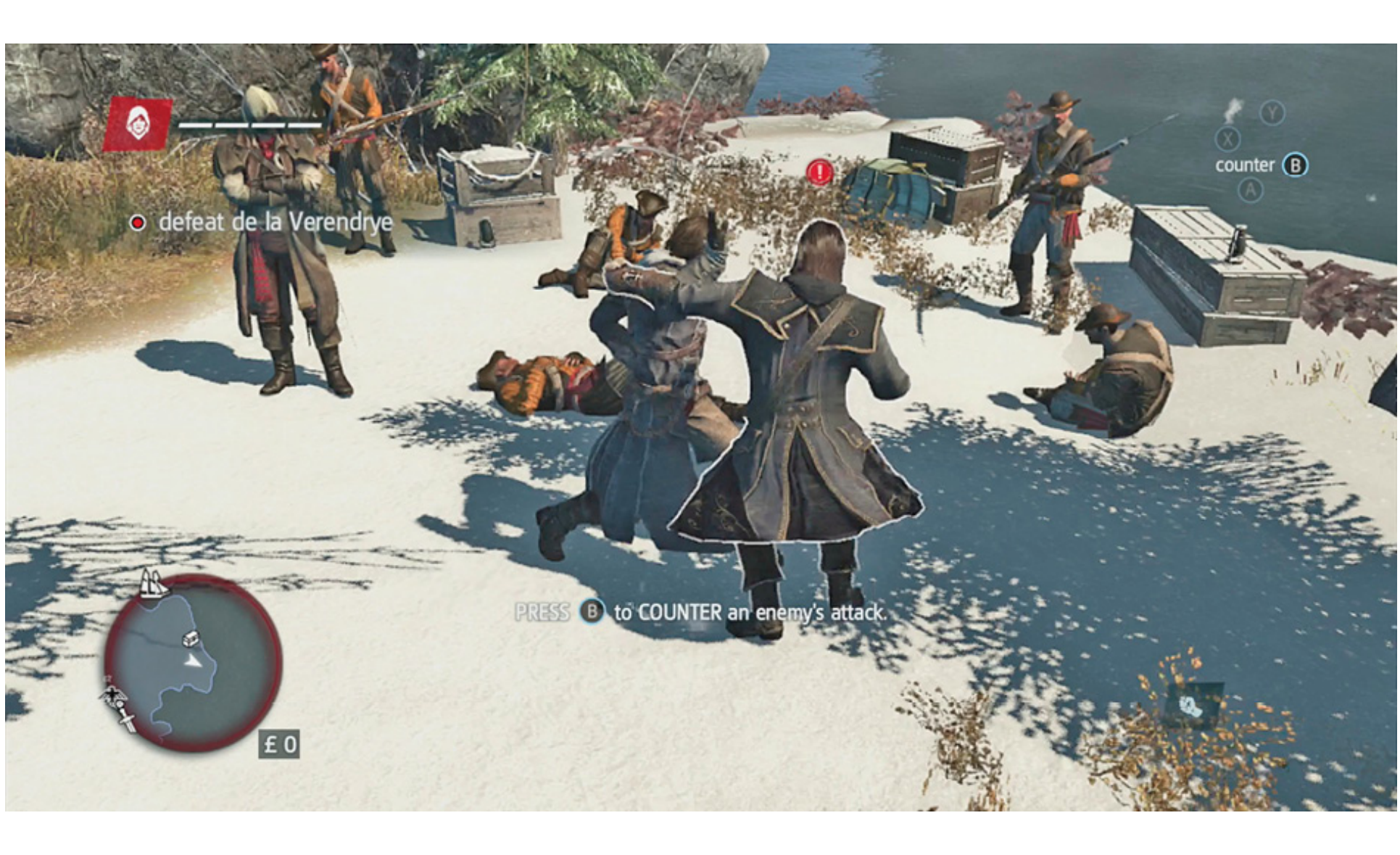
You soon make it back to camp. The British have attacked it, and several of the men are gone. You have to do something about that soon, but first…

DEFEAT DE LA VERENDRYE

It's clear that Shay and de la Verendrye have a few minor problems. When a fistfight breaks out, you get to learn about the basics of combat. This is a perfect time to get yourself back in the game, because the consequences aren't too high in a brawl compared to a swordfight!

Fighting has three major commands. Attacking is straightforward; the command is listed on your screen, and pressing the correct button makes Shay swing at his target.

Counter is a defensive option. Use this when your opponent telegraphs an action (you see their animation beginning and a symbol appears over their heads to let you know what's coming). That's when it's time to counter. Practice the timing of Counter and Attack to block incoming blows and then respond in kind! Counterattacks are one of the most reliable kill methods in the game, no matter how good or shabby your sword arm is.



Break Defense isn't too important in this particular fight, but it's a very important command in general. Some foes stay defensive and try to block your attacks while they wait for either an opening or for their friends to arrive. Neither of those are to your advantage, which is why you need to tap Break Defense whenever any enemy gets too cautious. This disrupts them and opens them up to regular attacks for a short time.

Display your skills against Chevalier, and then dust yourself off. The captured smugglers aren't going to free themselves, so you have work to do.

LEFT TO YOUR OWN DEVICES

Now that you have a moment to yourself, consider searching the area. Spend a few minutes gathering collectibles from this location before you continue on your mission. Look at your map and decide what items, if any, you want to go for. This helps you build a supply of money for any future expenses.

If you have any questions about collectible items, such as where they're found or what they're good for, consult the "Collectibles" chapter of this guide.

free the smugglers
148 m

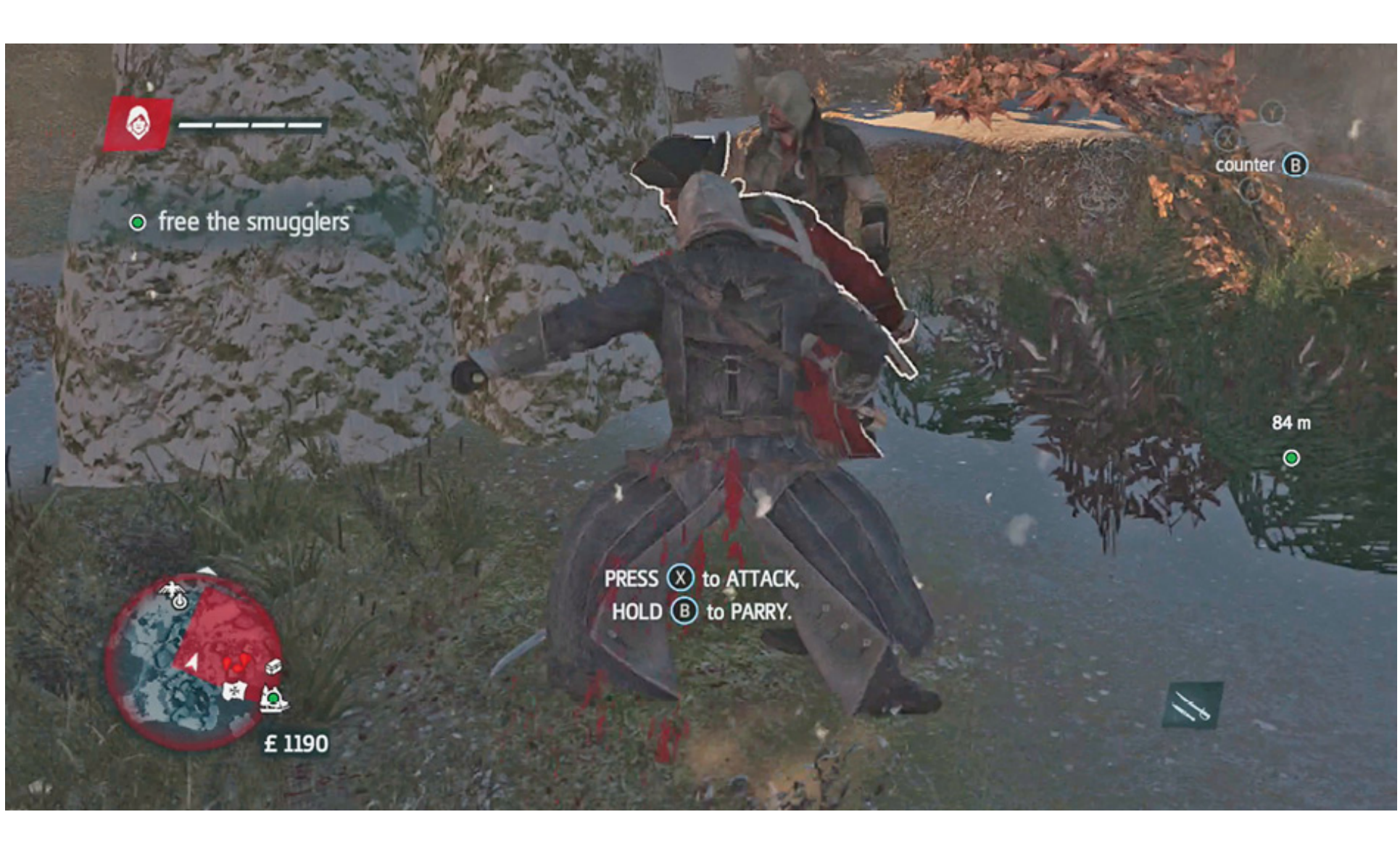
FREE THE SMUGGLERS

Optional: Remain undetected by the British guards

Optional: Kill all British guards

A small path through the woods leads toward the British camp. There are seven guards there, with three smugglers tied up on the ground in a couple spots. There are even more British on their ship with the last of your captive allies. It may look like a daunting task to free everyone, but you can do it!

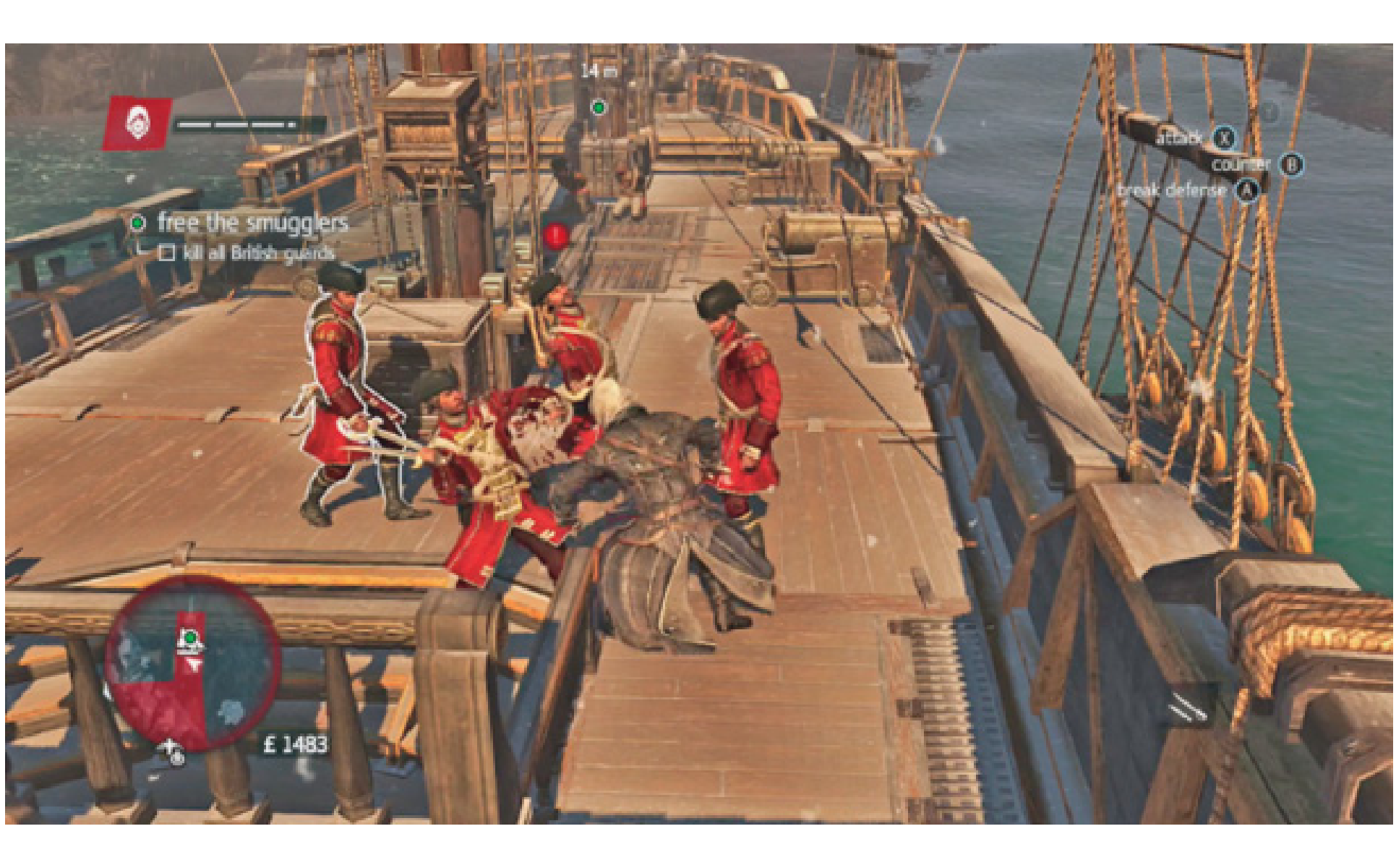
Proceed toward the marked red area. This signifies a restricted zone. These are places where you can be attacked just for being there. You don't have to do much to get attention, so be careful and move slowly. Stay in the brush or up in the trees, and watch the British soldiers. You have the training and abilities to take on the full group in a direct fight, but stealth is a great option as well.



COMBATIVE ROUTE

Why be subtle when there are only a dozen or so British soldiers here? Take the fight to them directly. Free Run up into the trees and use an aerial assassination on the first guard below. His companion nearby won't hear anything and can be dispatched almost immediately.

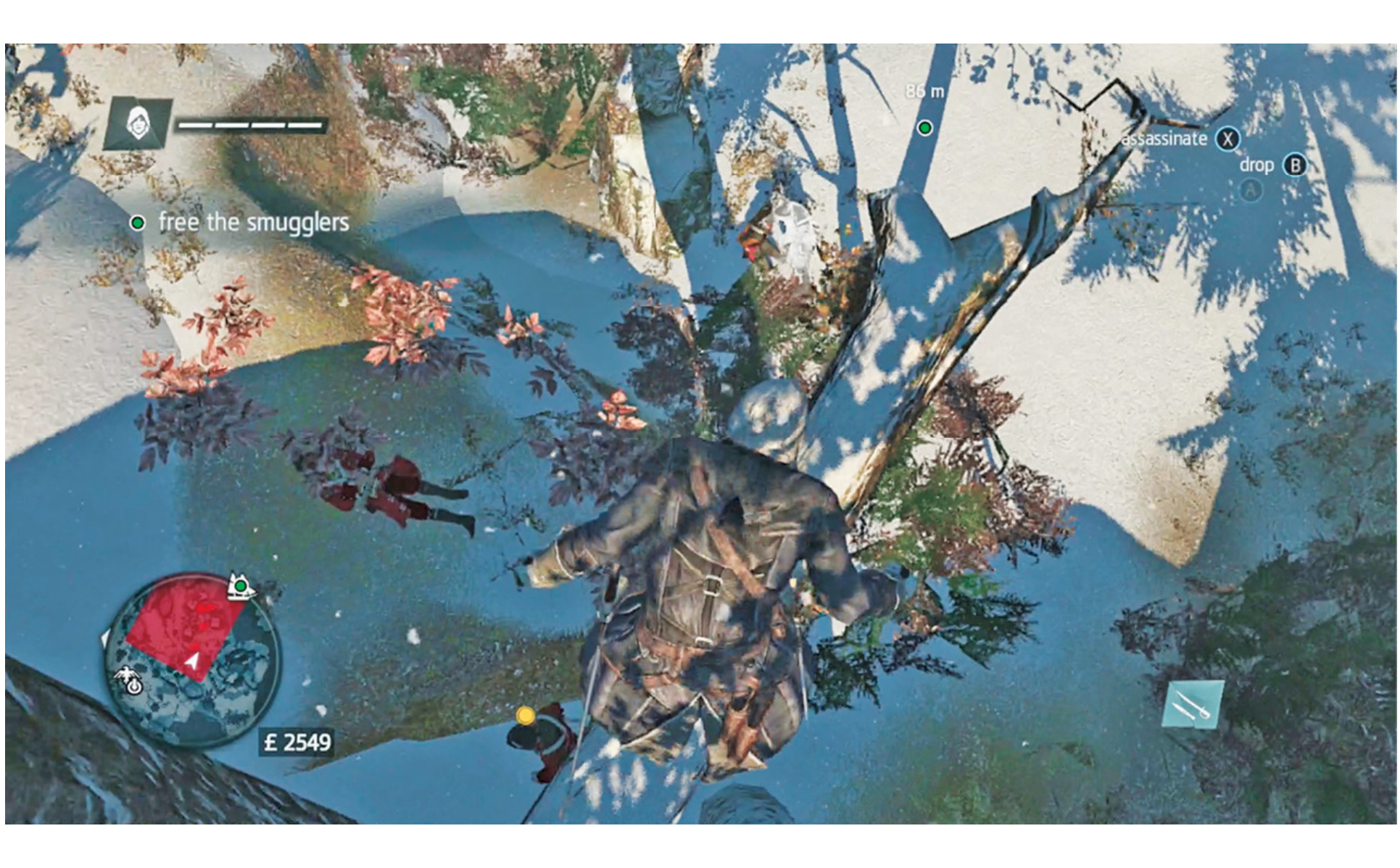
Charge toward the series of guards at the other end of camp. They're going to see you coming, but not before at least one of them takes a blade to the throat. Close for melee with the rest, and show off the Attack>Counter>Counterattack skills that you worked on with Chevalier.



Untie the three smugglers when the skirmish ends, and loot all of the British bodies for some spare change. Then, run to the end of the shoreline and jump toward the British ship that's anchored close by. Climb up to the deck and leap over the edge to start the second big melee. You get a fair amount of training with counterattacks here, because there are plenty of enemies that try to surround you. They don't deal much damage or use ranged weapons, so the fight is still hugely in your favor.

Loot the enemies and then free the last pair of smugglers to trigger a cutscene. Shay takes control of the vessel.

STEALTH ROUTE

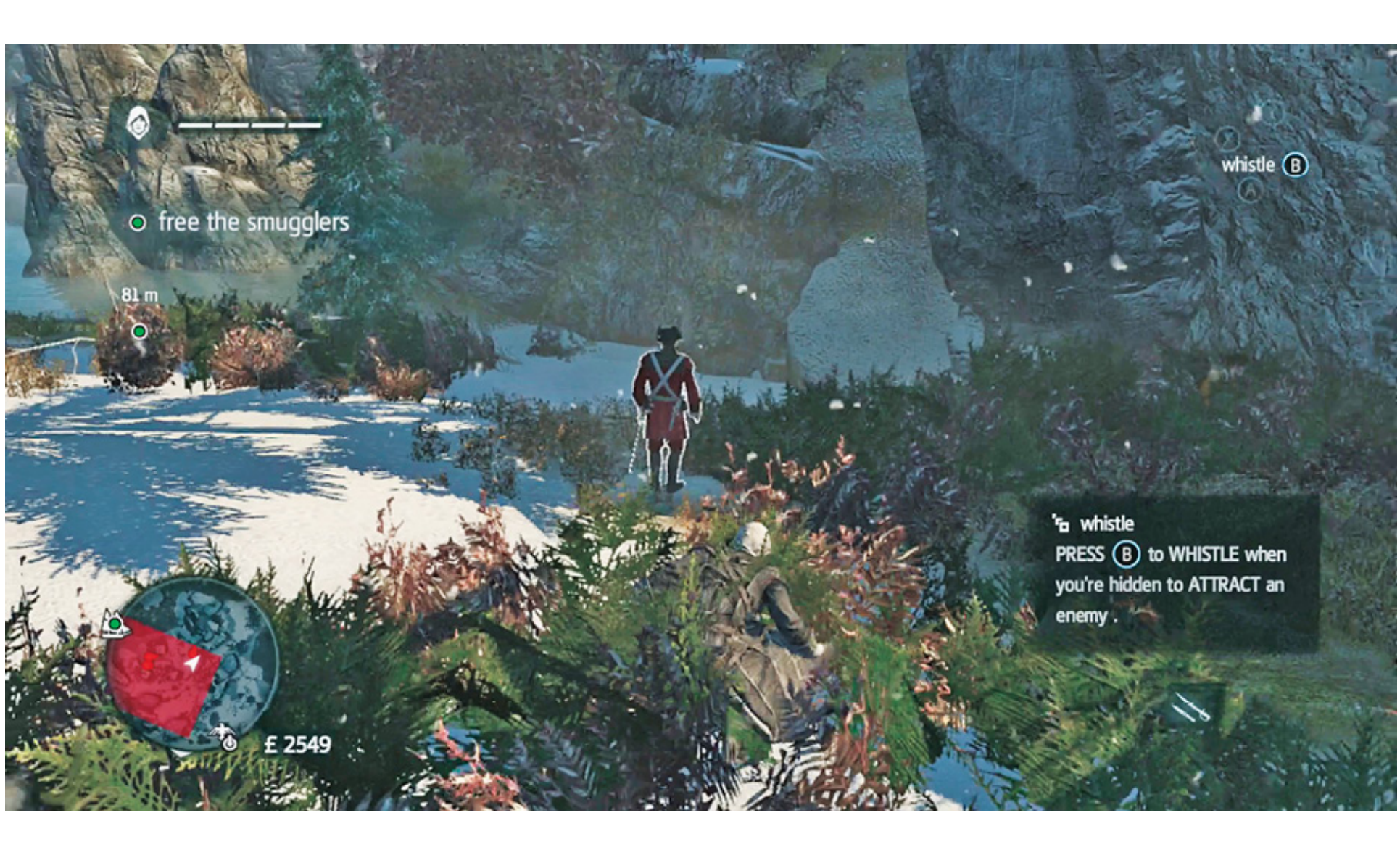


This is a harder path to tread, but it secures an optional goal. These peripheral objectives are often more difficult to pull off when you're traveling through certain areas, but they increase your synchronization. Many memories have one or two optional objectives, and they're worth 10% of your total synch any time they appear. Thus, you can only get up to 90% of this memory's synchronization if you don't use stealth. If you don't use stealth and fail to kill all of the British guards, you'll end up with 80% of your total sync.

Start your run by taking to the tress and using an aerial assassination on the first British guard (that's great no matter how you're playing). Next, assassinate the man on the edge of camp. He's near brush and won't see you coming. Sprint over to him, get a fast kill, and immediately retreat to the brush.

Get to the farther side of the path and stay under cover. One of the soldiers will likely notice that his companions are dead, so hide and wait for him to investigate. When his back is to you, bring him down quietly.

If he doesn't come, wait until he's looking away from the pair of guards described below, kill them first, and then take the wanderer out from behind.



Untie the nearby prisoner, and then stay in the brush to sneak up on the pair of guards near two other smugglers. When two guards are close together, you can assassinate both of them simultaneously. Walk up behind the two and tap the Assassination button to eliminate them both before they can call for help. Untie the smugglers, who just saw what happens when you're angry.

Now you only have to worry about the ship and its guards. Get over to the ship while they're distracted by the appearance of Chevalier's vessel. Kill the guard at the wheel before his friend is no longer distracted. Roll from there to the man on the right and the guard below. Kill all three of these targets quickly, then use the pulley by the mast to zip yourself up to the rigging above the deck.

Use an aerial assassination to finish off the patroller when he goes to examine the bodies that he notices. Both of the remaining guards are doomed after that because they won't turn around or leave their positions unless you do something really loud.

YOU CAN COME BACK

Optional objectives aren't always easy to complete, especially if you haven't played an *Assassin's Creed* game in a while. If you're having trouble pulling off this section, that's fine. Come back later! Use the Progress Tracker in your Pause Menu to return to memories that don't have perfect synchronization.

You won't get to bring your advanced weapons with you, but the practice will help immensely.

TAKE THE *MORRIGAN'S* WHEEL AND SAIL TO DE LA VERENDRYE'S SHIP

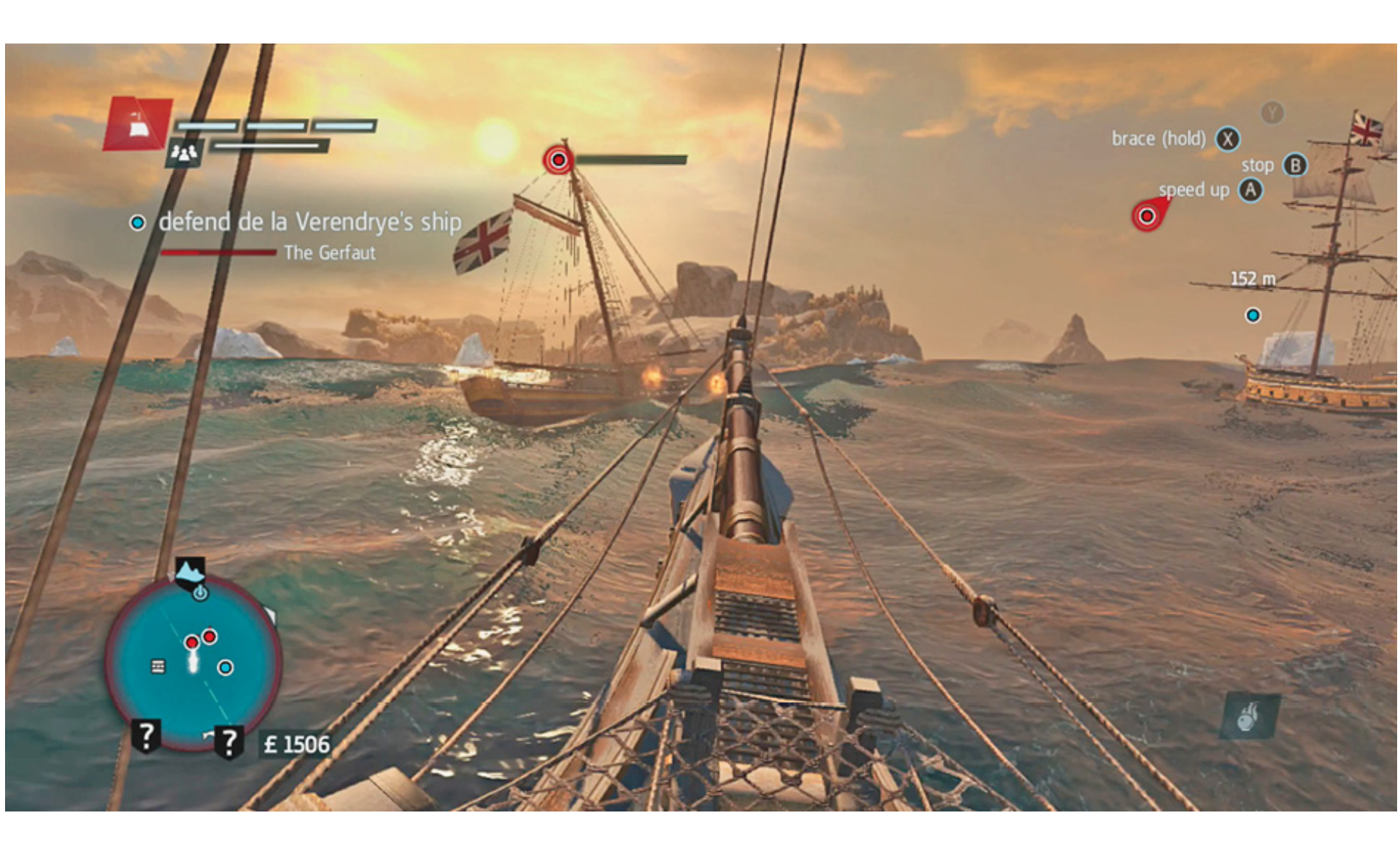
sail to de la Verendrye's ship
£ 1506

Go to the ship's wheel and take control of the vessel. You get a bit of a primer on ship commands, and then it's time to set sail. While sailing, always watch out for crates of salvage. You need tons of salvage to upgrade your ship, renovate buildings, and so forth during the course of the game.

Sail toward the waypoint that's marked on your map and participate in a major naval battle. There is a primer on ship commands and mechanics in the "Controls and Gameplay" chapter of this guide, but a quick refresher is also listed here.

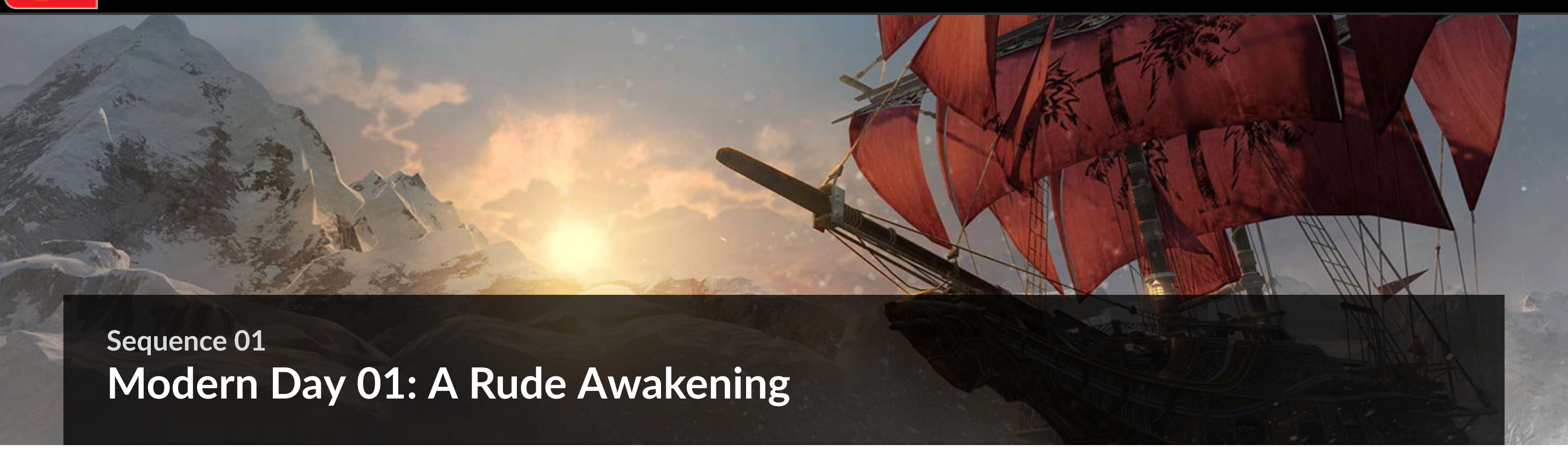
When you aim and fire from the ship, the direction of your enemy determines the weapon you'll use. The front carronades fire from the bow. These weapons are good for disabling targets in front of the ship so that you can catch up to them. Firing to either side uses your broadside cannons; these guns are heavy hitters and do quite a bit of damage if you aim for the enemy's main hull.

Later, you get to use flaming oil, the Puckle gun, and mortars, and you can upgrade your ship to have even more cannons. It's going to take tons of metal and wood to get these weapons; that's why you need to improve your sailing and defeat enemies throughout the world.



Using your front carronades and broadside cannons, destroy the ships that are attacking de la Verendrye's vessel. There are many of them, but they are very small and don't have much in the way of armaments. Fire at them with impunity, and don't worry about exposing the Morrigan to return fire, even if you stay broadside with your targets the entire time.

Finishing the naval battle completes the memory sequence.

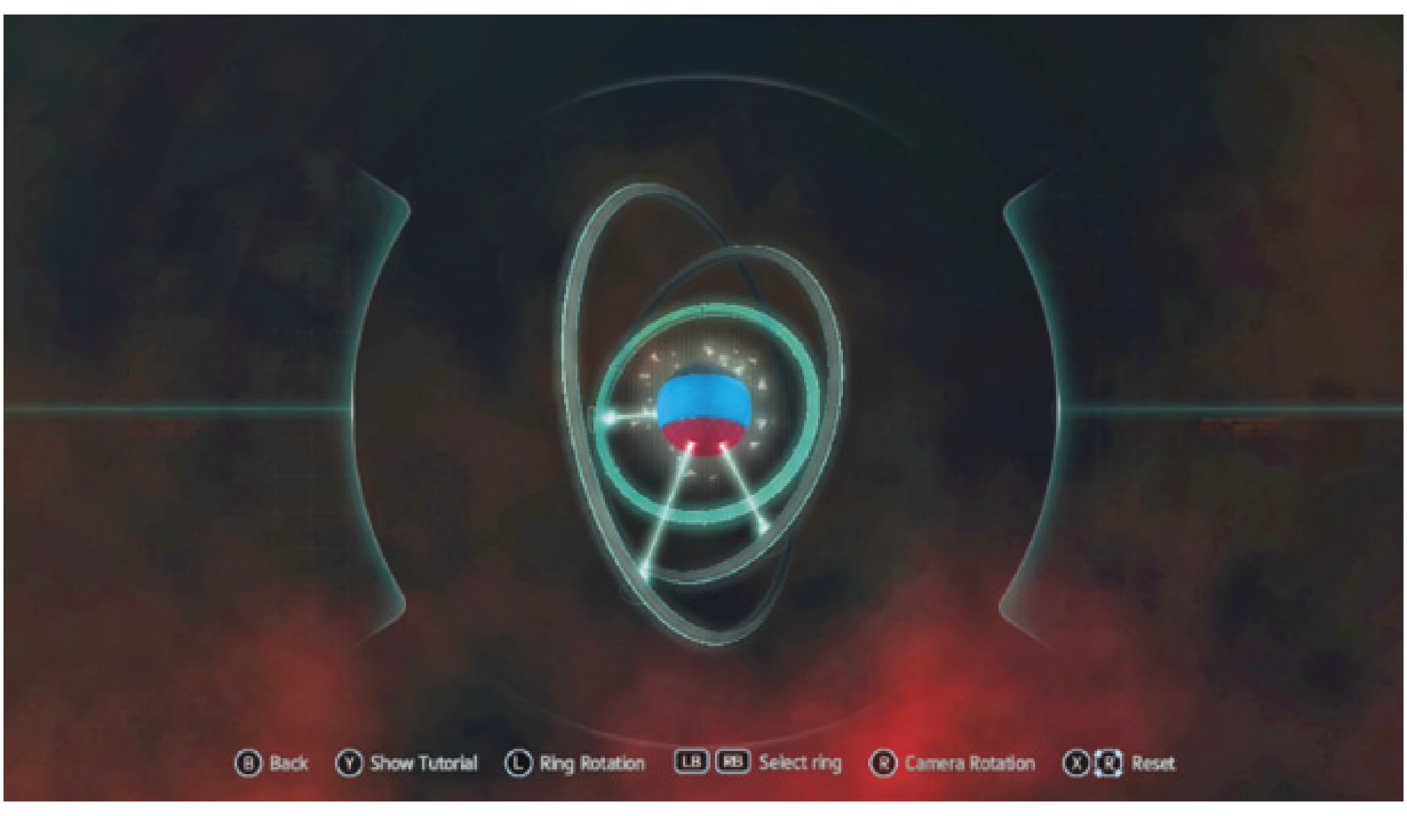


(MODERN DAY 01)

It feels like a totally different world as you wake in the modern day. You're sitting in a chair inside an Abstergo office. Violet, comes over to get you up. She leads you toward Ms. Lemay, your supervisor.

Talk with both women to find out what's going on, and then listen to what Violet says. You now have the ability to walk around the office. You're carrying a tablet that has wireless capabilities and lets you fix damaged computers and access systems.

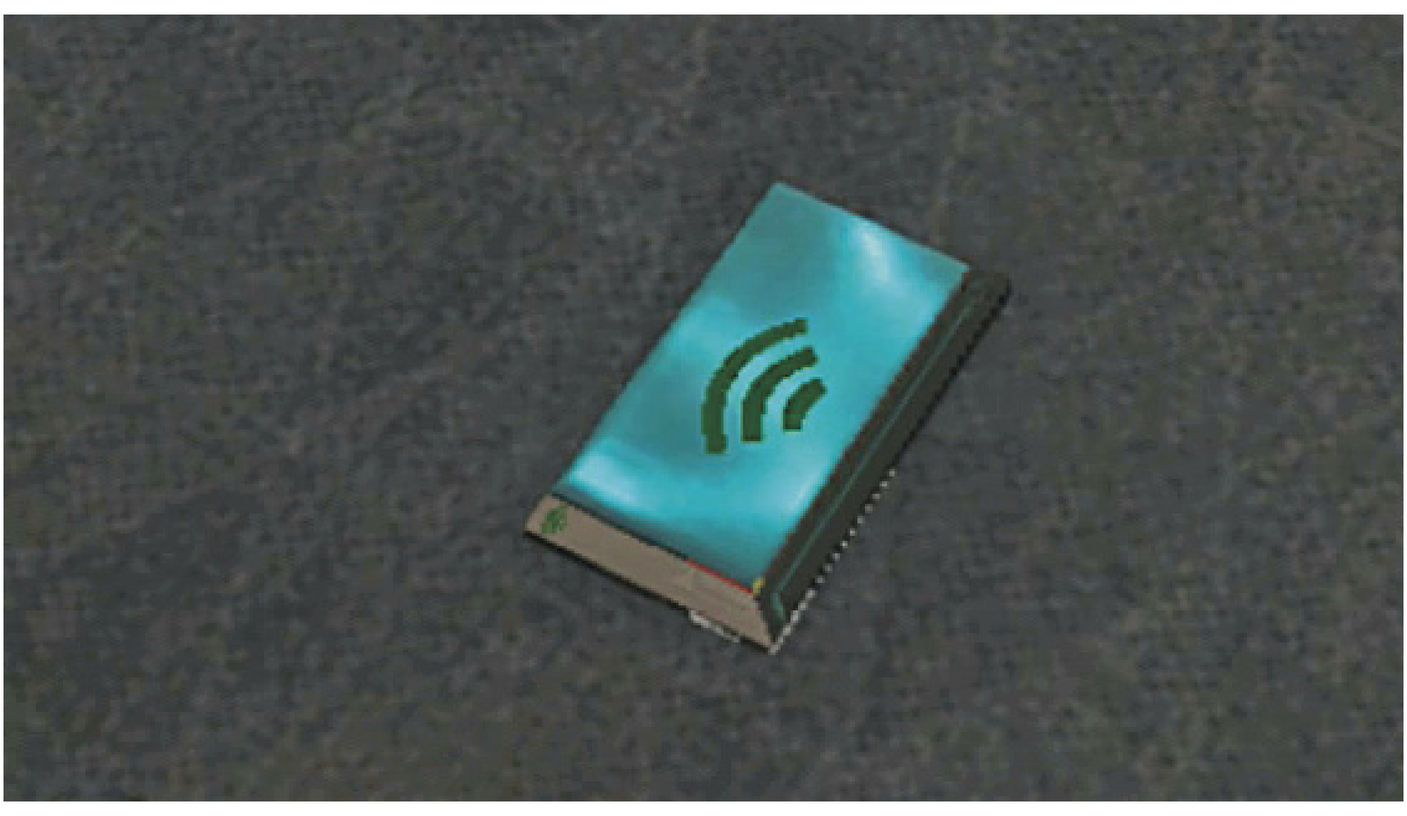
RESTORE THE SERVER



Use the unlocked doors to look for a server; it isn't far from your starting position. Approach the computer and use your wireless command to access it. This begins a minigame that involves lighting three sections of a sphere with lines of power. This version of it is extremely simple, but future ones won't always be.

When you begin the game, all of the lines are focused on one area. You need to move the outer rings so that each one goes to a section of the sphere.

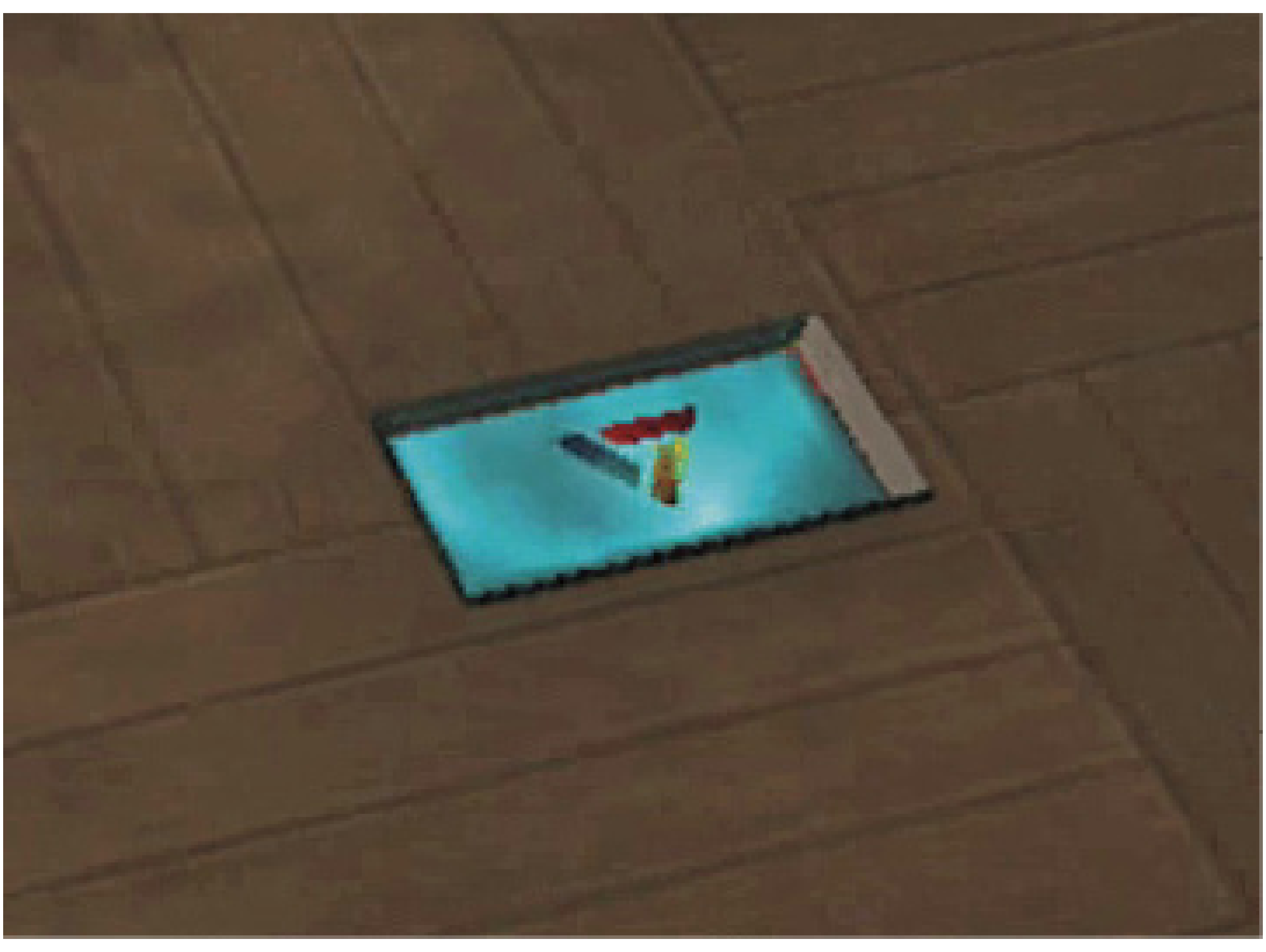
Once you get the hang of the controls, this won't be a chore. Get it done and watch the video file that unlocks. In the previous room (the conference area), search the desks for a Tablet Document. Return to the starting point and use your wireless command on a communicator that's lying on the floor. That gets you Document 01, another type of collectible item.



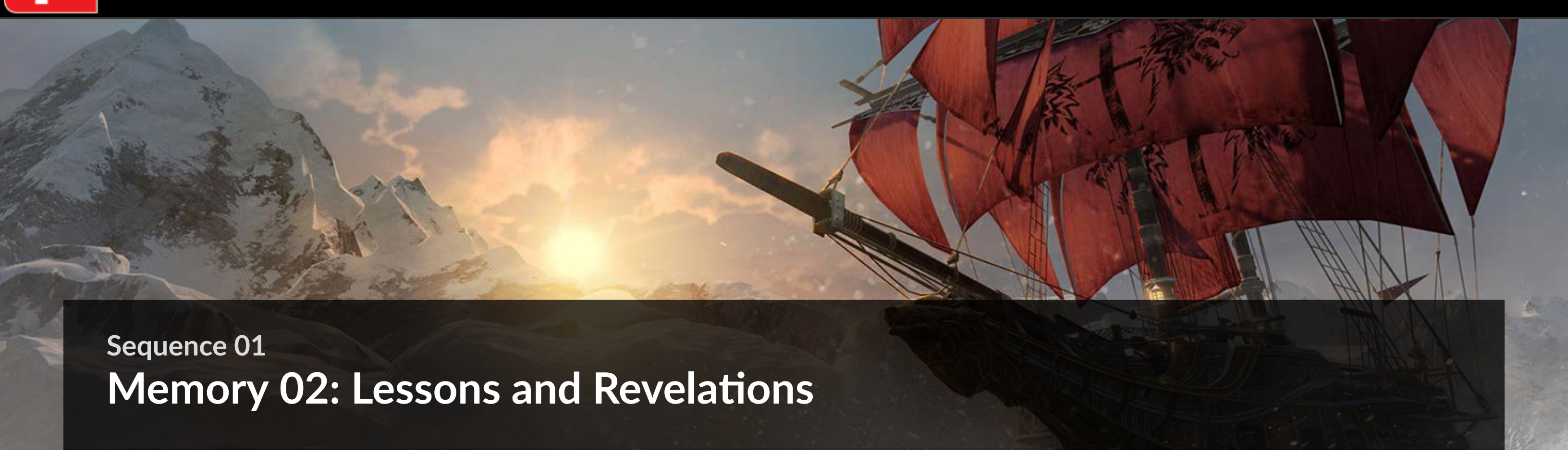
You also find Document 04 not too far away, also on the floor of that level.

AH, THERE THEY ARE

Tablet Documents and fixable computers aren't hard to find, but they're not all obvious either. Thankfully, both of these items appear on the map, making it so much easier to find everything you need. You can also use your controls to hold up the computer that you're carrying around. This reveals the minimap that you've been missing!



Go to the waypoint that's marked and use your wireless. This unlocks the achievement/trophy "Did I Do That?" It also concludes this section of the story.



Sequence 01

Memory 02: Lessons and Revelations

(SEQUENCE 01, MEMORY 02)

You return to the Animus, and we see the Davenport Homestead. This remote location is where many Assassins are trained. You're about to undergo some additional trials, and they'll help you understand the finer points of your art.

REACH THE TRAINING AREA

Follow the waypoint to find your teachers. There are three of them, and you see a brief cutscene when you meet with the group. Afterward, they split up and you can seek the lessons of each one at your own pace. Your trainers are Hope, Liam, and Kesegowaase. They show you more about stealth, pistol use, Free Run, and hunting.

Hope's lesson is the hardest. It has an optional goal to avoid being seen while you go after several dummies in the area; you have to take them out using specific kill methods: air assassination, a bush kill, a sprinting attack, and a haystack kill. For an easy path, start by getting onto the trees. Climb high and go toward the rear of the testing area. Use an air assassination when the guards aren't underfoot. Slip into the bushes and kill whatever dummy is closest while watching for the patrollers on your minimap (they're the red dots). Only launch attacks when they're leaving your area rather than moving toward it.

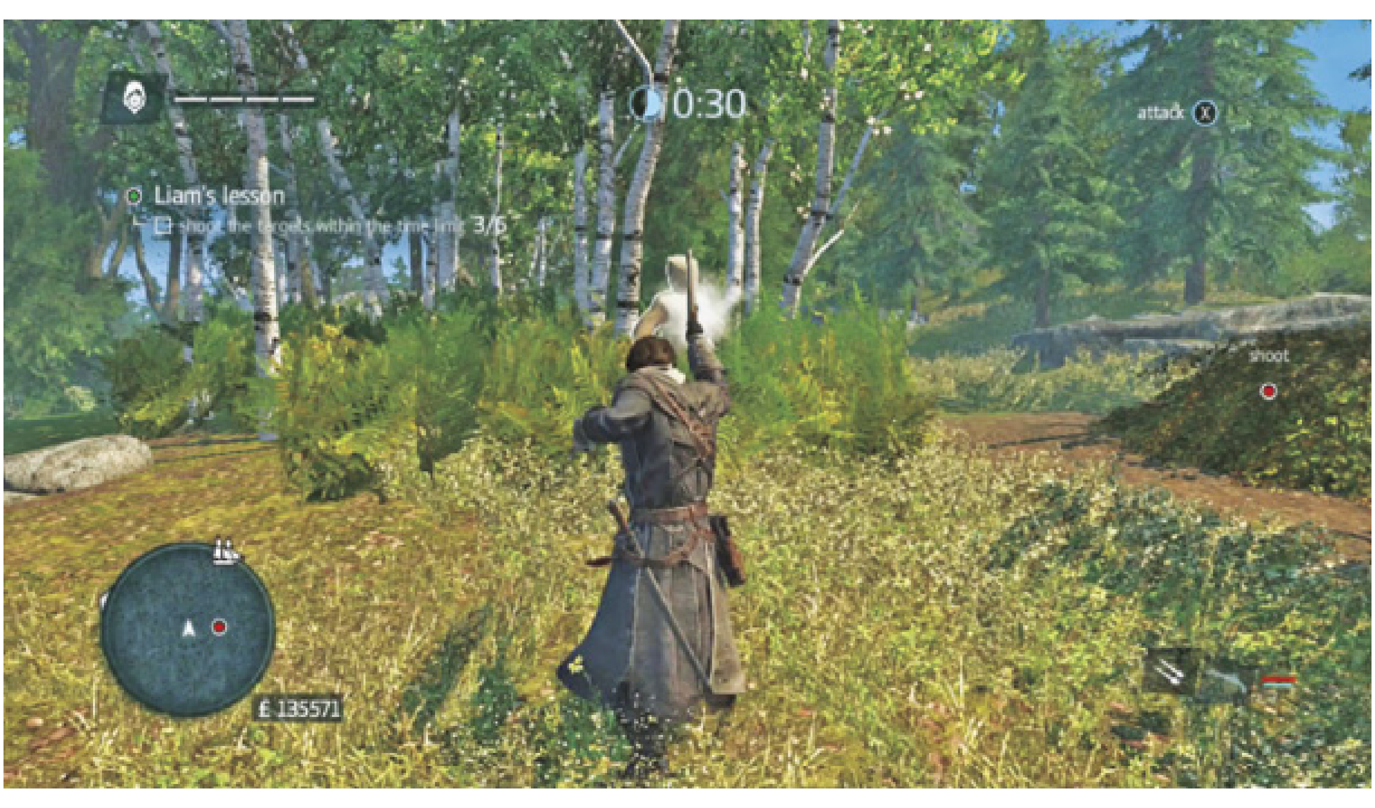
Be patient. This isn't a timed test, so you can let the guards walk around for minutes on end without hurting your objective. One hay bale is on the far-left side of the testing area. Use that to kill another dummy, and then sprint toward another target when you're clear of observers. These methods are all important, effective, and quite reliable once you get them down.

Liam shows you how to fire pistols. He'll let you fire at stable targets first, but then he sets up a course for you to run through while gunning at dummies. This is timed, and it's an optional challenge. As long as you sprint between targets and reload while on the move, this is an easy time limit to stay within.

For an extra boost to your time, practice shooting at the dummies without stopping to aim. Get close to each one while running, press the Tool button, and watch Shay nail the target without missing a beat. Do this for each dummy. Sprint up to it, use your pistol, and reload while sprinting off for the next straw victim!

Kesegowaase takes you on a run through the trees, and then gives you a hunting lesson. There aren't any optional goals to deal with, and you can't fail, so relax; you've already beaten the tough part of your training. Just do what you're asked to do, and follow directions.

This section nets you an elk skin you can use for crafting. Go into the Crafting screen and make a nice set of pistol holders. Now you can bring two pistols along on your missions.



Kesegowaase's lesson

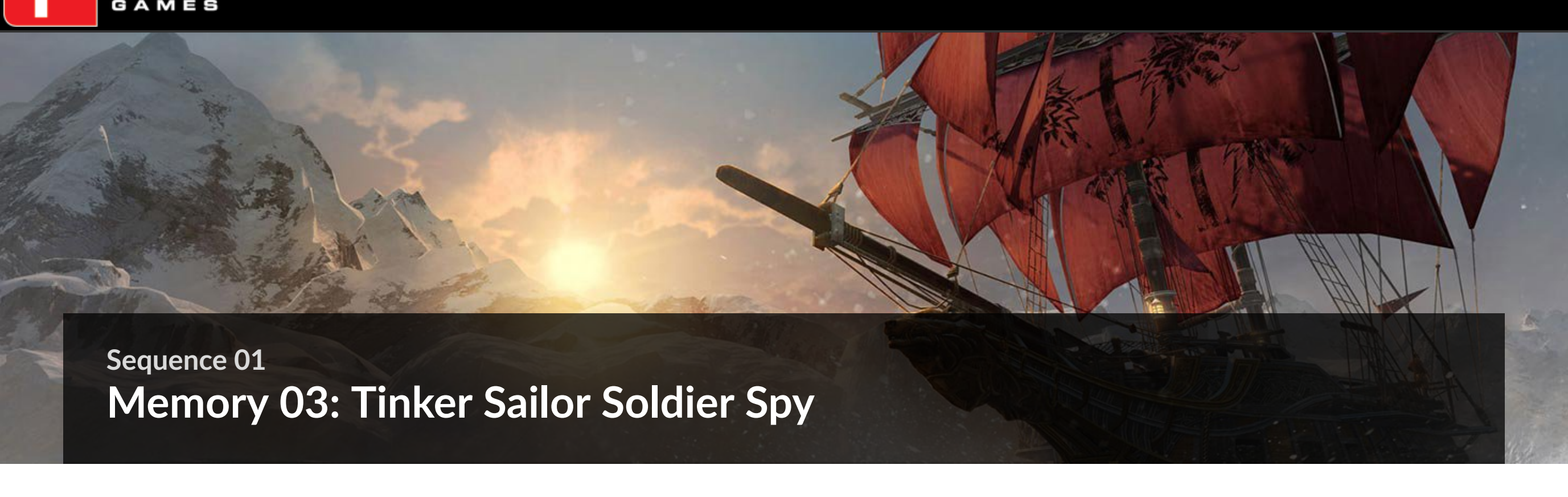
MEET WITH ACHILLES

Go to the other end of the island and talk to Achilles. He's outside, so you don't have to go through the house to reach him. It's faster to run around the manor. Meet the Assassin leader again, and get your orders.

After that scene, return to your ship, greet Liam, and set sail. You're a free Assassin, ready to wander the land and the waves.

BEFORE YOU GO

If you'd like to do a little more hunting, track a few hares up in the hills along the edge of the property. They're easy to kill and won't fight back. Their skins let you craft a free health upgrade for yourself, and that's a great bonus for only a minute's worth of work.



Sequence 01

Memory 03: Tinker Sailor Soldier Spy

(SEQUENCE 01, MEMORY 03)

Sail across open waters to your next waypoint. It's completely acceptable to explore right now and find extra treasure. Take time to do that if you like, but return here when you're ready to move on in the main story. Meet with Chevalier on the docks marked on your map. He'll give you your next goal.

LOCATE A ROYAL NAVY SCHOONER

Optional: Do not lose more than 50% health during boarding

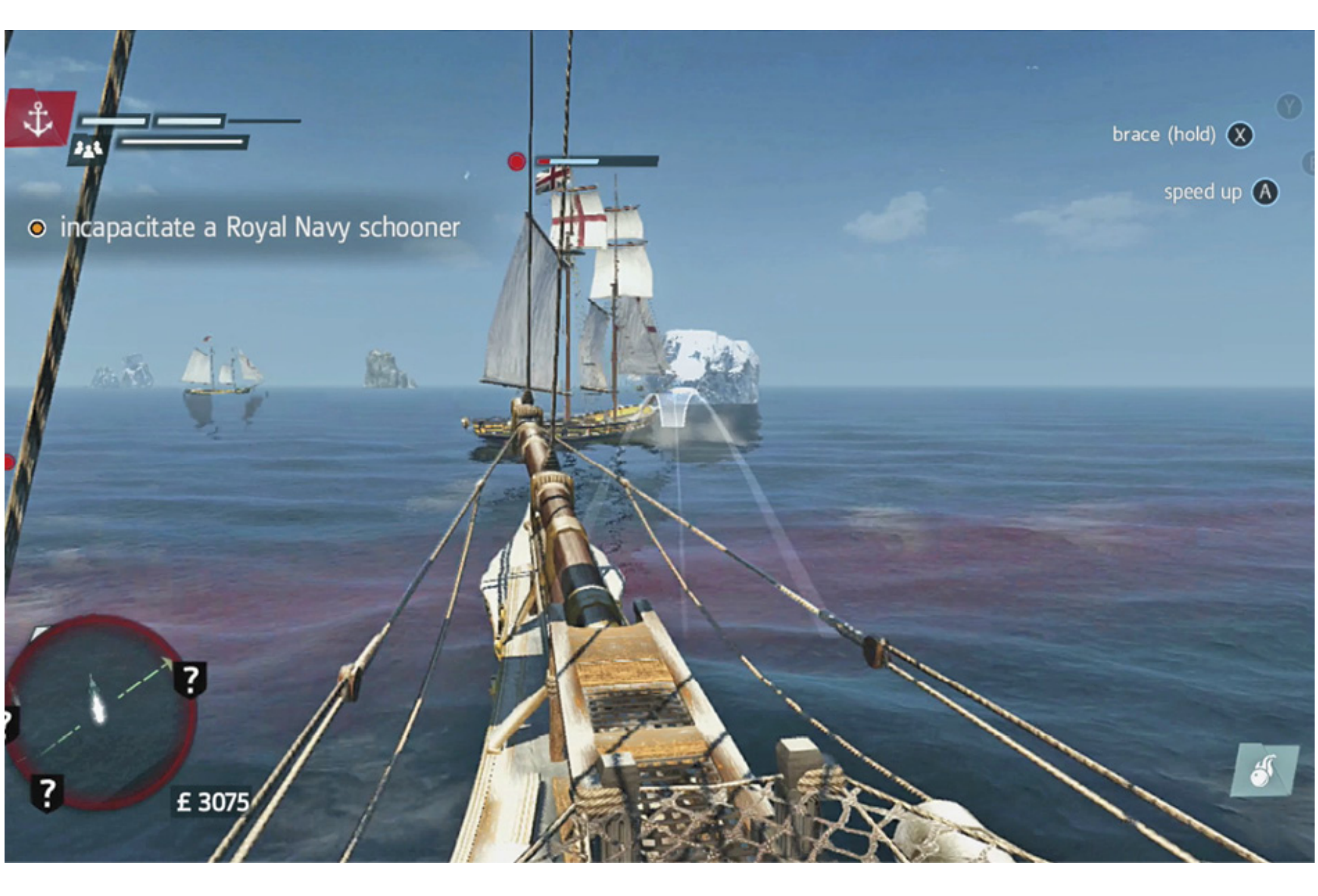
You're told more about captaining as you sail north through the area. Chevalier gives you a spyglass so that you can look at distant ships and evaluate their nationality, cargo, and strength. To show that you know what you're doing, he tasks you with finding a British schooner to attack and board.

There are multiple vessels of that type farther north. Use the spyglass to zoom in and look at ships as you approach. This reveals all of the information you need. Once you find a British schooner, approach it and attack. Your ship is tougher than the ones sailing out in this area, so the battle should be great for learning.

Fire carefully when you bring the enemy vessel to low health. You're not trying to sink this one. Just cripple the ship and then approach it. Ships are crippled when their health bar loses all of its lighter tone and has only a small strip of red left over. This also is apparent because a crippled ship starts to burn and loses its sails. It should look quite badly damaged!

Close on the wounded ship. Use the Boarding command when it becomes available and jump over to the enemy vessel. Defeat the crew to seize control of the ship and its cargo. This gets you way more salvage than if you destroy the vessel outright (double the amount for each resource). You can also either repair the Morrigan of any battle damage that it's taken, or salvage the enemy ship for money. Both are good options that you'll need in the future.

Try this multiple times to get plenty of materials and money while restoring your health and having fun on your way to the next location.



SAIL TO PERCÉ AND UPGRADE THE *MORRIGAN*

With your sea legs firmly underneath you, it's time to go to Percé. Sail north until you reach this small town.

Location: Port Percé

POINTS OF INTEREST	NUMBER OF ITEMS
Chests	3
Viewpoints	1
Animus Fragments	2
Shanties	1
Prosperity	2
Settlement	1
Assassin Interception	1
Renovation	1
Harbormaster	Yes
Tavern	Yes
General Store	Yes

Once you're in town, visit the harbormaster and buy some ship upgrades. You aren't allowed to get too many options yet, but some broadside cannon and hull improvements would sure be nice. If you fought multiple ships on the way here, you should have both the money and materials to do this!

There is also a tavern in town. Go inside if you're interested in a bit of fisticuffs and information. After a short and sweet fight, you can bribe the bartender for information, play games, or recruit sailors if you don't have enough of them for your ship. Because you're on a mission and are early in the game, this isn't all available now. However, you can always come back later. Explore the town and grab any of the collectibles you'd like to have.

If you want to play around in the main compound, try this. There is a cute way in from the top. Go to the southern end of town and climb onto the small shack with an anchor tied to it. Jump from there to a tall tree where an Animus Fragment is located. Climb all the way up the tree and jump over to the cliff side, where the main compound is located. You've found a stealthy way in. Practice looking for subtle ways into the places you go, because you'll be using those techniques frequently in the days ahead.

Do whatever you like in town and then leave when you're ready to sail to Anticosti.

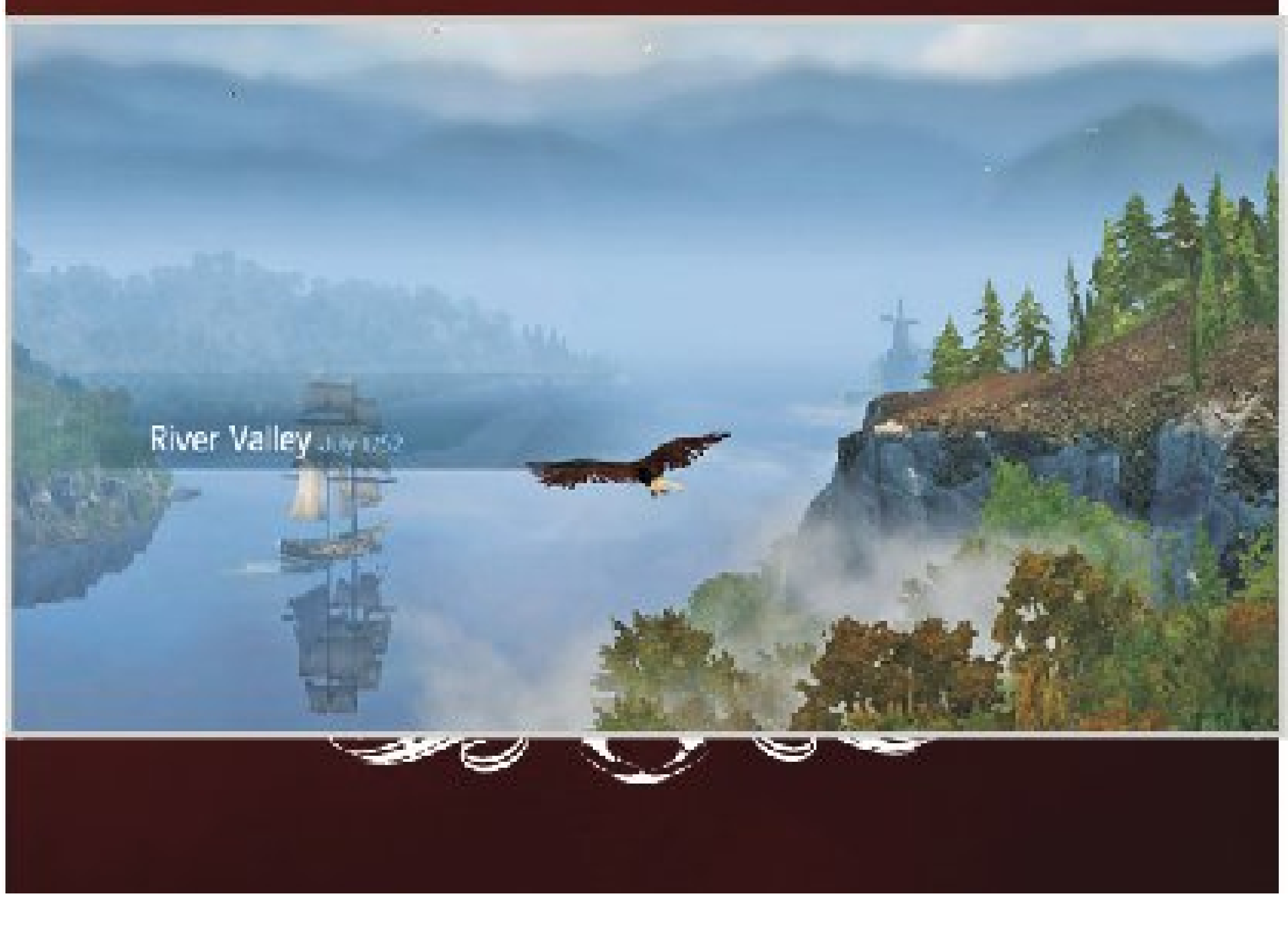
SAIL TO THE FORT ON ANTICOSTI AND SINK FIVE NAVY SHIPS ALONG THE WAY

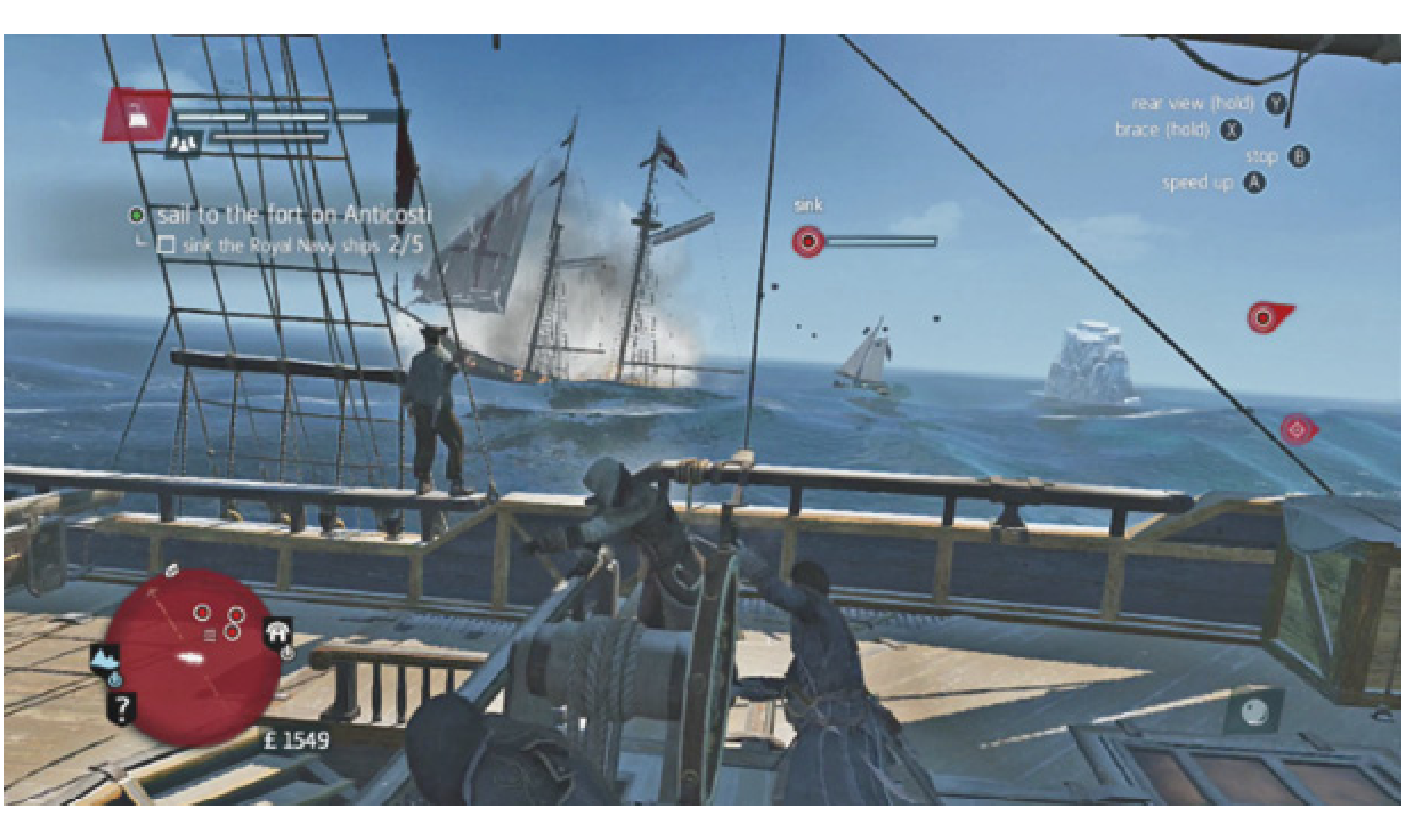
Optional: Sink the ships within three minutes

NOW IS THE TIME FOR DISCRETION

Don't engage ships in River Valley when you first arrive. There are some heavy brigs out here, and they'll slap the *Morrigan* under the waves if you blink the wrong way. You can get more firepower and start taking the fight to them soon, but it's safer to play nicely for now.

Sail on to Two Bends and get your business done, unless you're looking for some crazy excitement.




sail to the fort on Anticosti
☐ sink the Royal Navy ships 2/5
sink
rear view (hold)
brace (hold)
stop
speed up
£ 1549

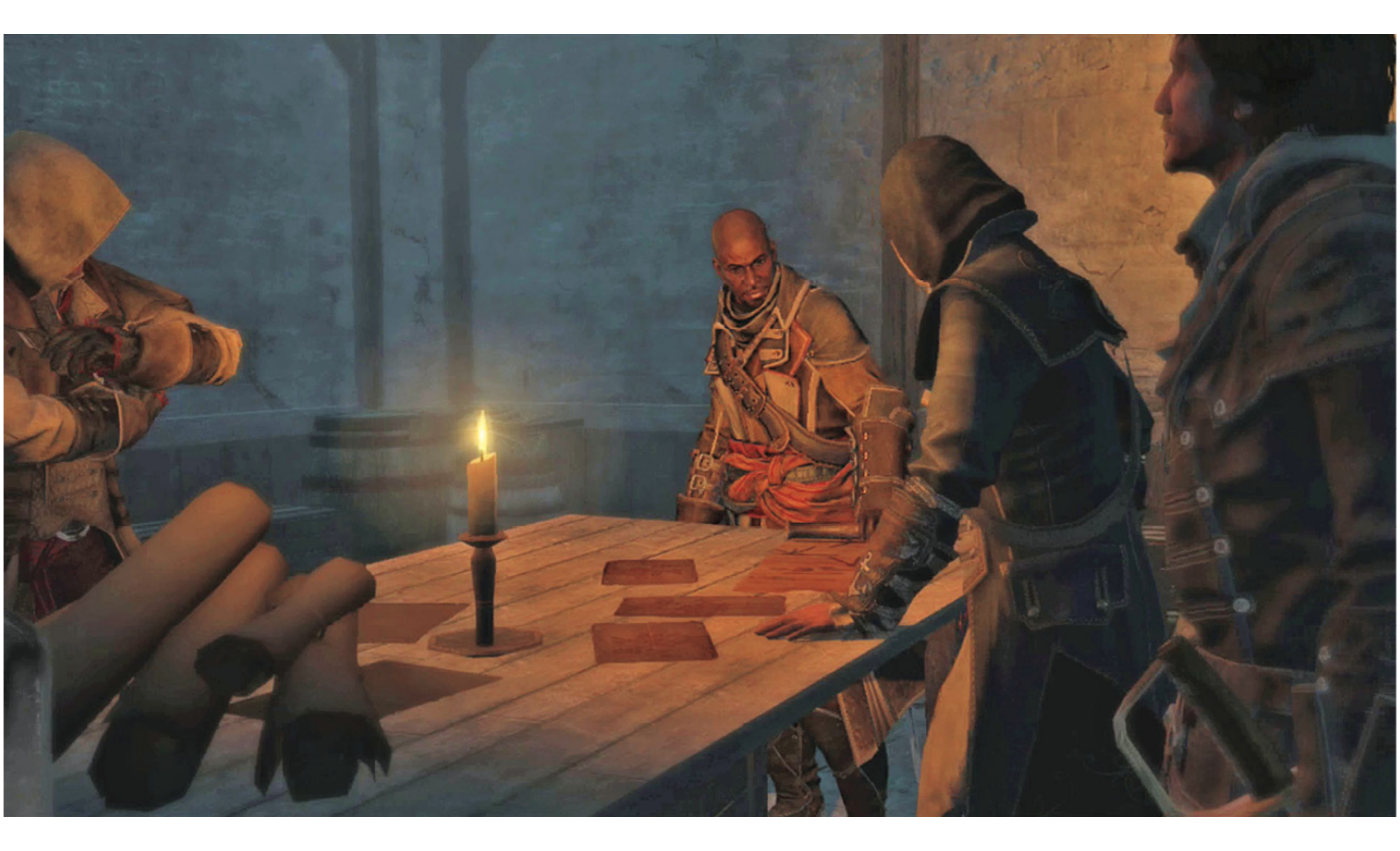
You stumble into a naval battle while sailing between the fishing town and Anticosti. There are several warships hunting local fishermen, and you are in a good position to do something about it. Use your new cannons to break through the enemy ships. They take heavy damage if you go broadside with them, as you now have many more guns than they do. Enjoy the advantage, and push the fight aggressively to score an optional bonus. Sink the ships quickly by firing as fast as possible and staying at lower speeds for increased maneuverability. This makes it much easier to keep your aim on target, even when your enemies try to turn and avoid your attacks.

Remember to shoot your gun even when enemies are in front of you. Though your front carronades aren't upgraded, they still do respectable damage. Sail on to Anticosti after the battle ends, but don't forget to take any salvage that's left behind in the water.

TALK TO THE SPY IN ANTICOSTI

Location: Anticosti

POINTS OF INTEREST	NUMBER OF ITEMS
Chests	2
Viewpoints	1
Alarm Bell	1
Animus Fragment	2
Viking Sword	1
Templar Map	1
Letter	1
Cave Painting	1
Shanty	1
Prosperity	1

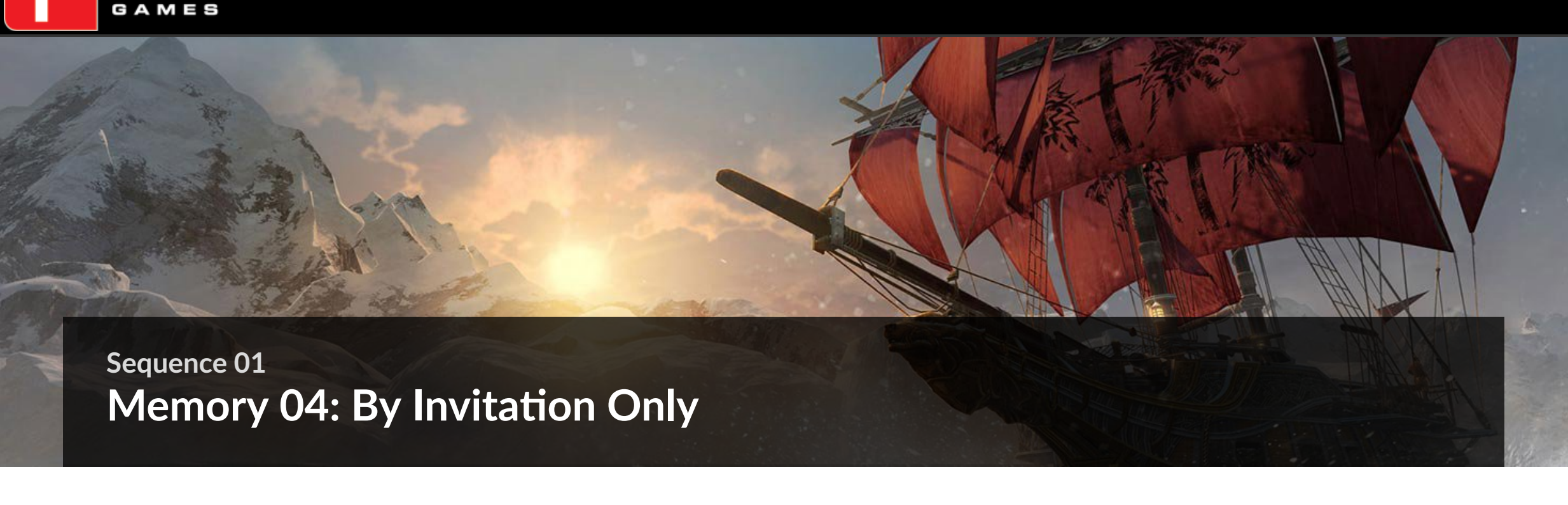


Dock in the next town and look around. You don't need to start any trouble with the guards, but it's not going to do much damage if you fool around a bit. In fact, there are several really fun collectibles here. The fortress at the end of town is climbable. There is a Viewpoint up top, along with Prosperity, a Shanty, and an Animus Fragment. You can also complete a challenge by diving off the top and into the water. This is more than a 45-meter drop, so you get challenge credit for doing it!

Once you're done, go to the marked location to meet the spy. A conversation takes place, and then you're free to go. This ends the memory.

Sail to the west, toward River Valley. That's where the next mission is located.

Take the waterway up toward Two Bends, a town that isn't far from where you begin in River Valley.



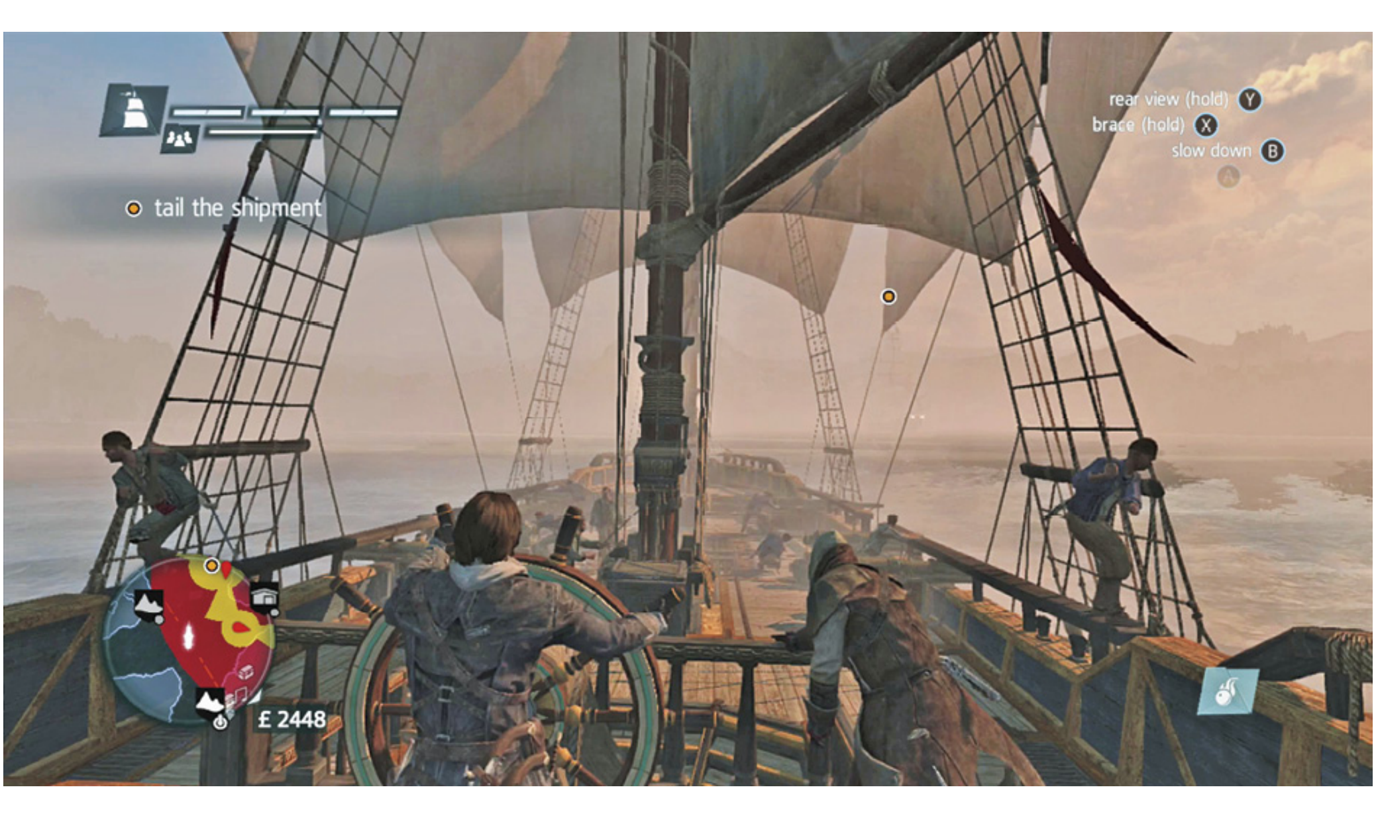
Sequence 01

Memory 04: By Invitation Only

(SEQUENCE 01, MEMORY 04)

Meet your contact in Two Bends, up high on the hill. This starts another meeting. Your next goal soon becomes clear.

REACH THE *MORRIGAN* AND LOCATE THE SHIPMENT



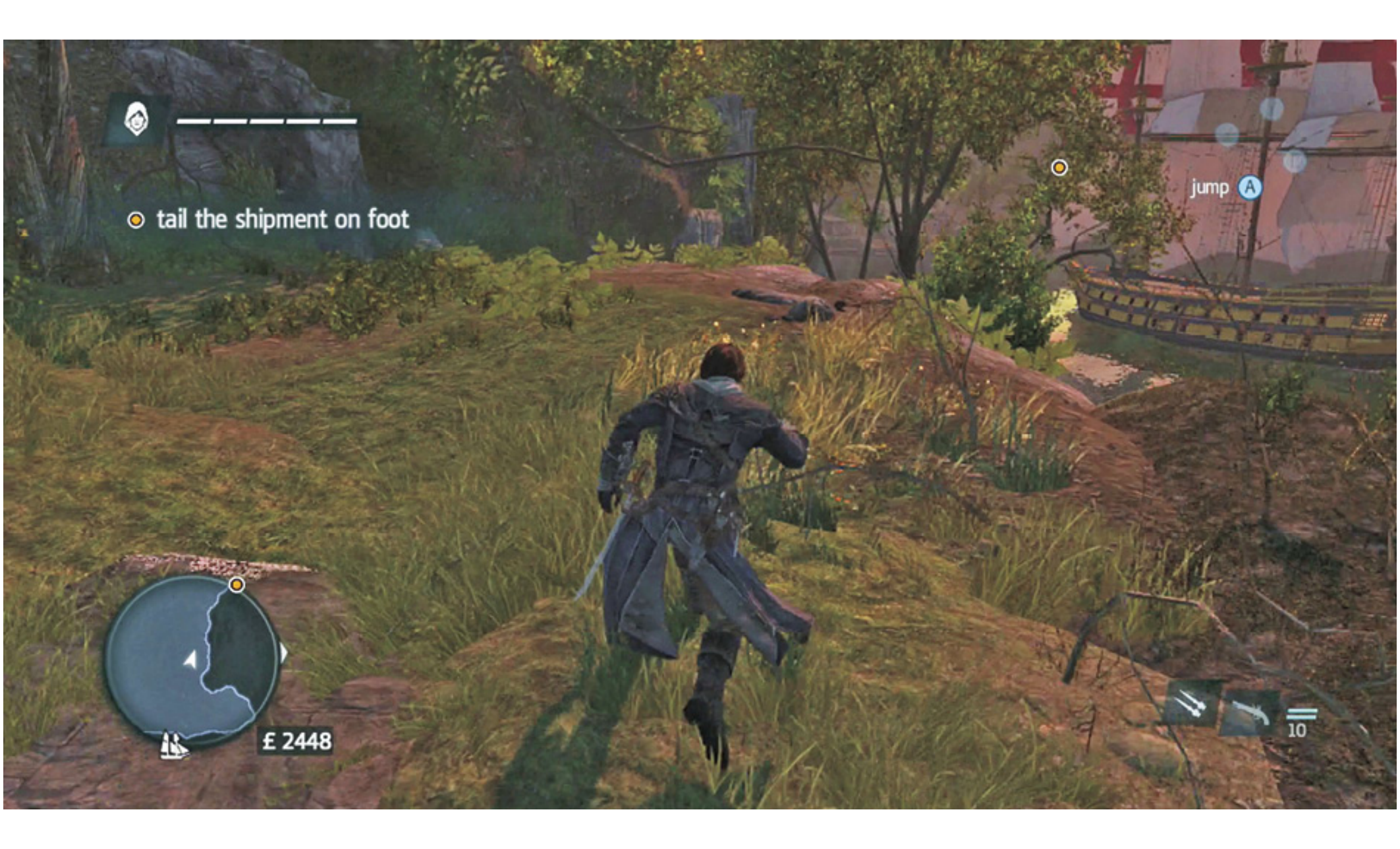
Return to your ship when the meeting is over and look for a vessel that's carrying the goods you need. It appears as an orange dot on your map. Red dots are also all over the place, so this area isn't exactly safe.

Don't attack anyone during this time, because you have to remain undetected. To do this, stay at long range and make sure that you don't let anything get close to you. Enemies can spot your ship, and that causes an instant desynchronization.

Watch the minimap constantly to see where enemy ships are sailing. Try to avoid them by taking the long way around. If you stick to the left side of the cliffs while tailing the ship, you can avoid running bow-first into the blockade that's ahead.

Go around the island and steer the ship toward shore where a new waypoint appears. Now you're safe to disembark. Shay will have to do this on foot instead.

TAIL THE SHIPMENT ON FOOT AND THEN LOOT THE PACKAGE



The overland route is quite engaging. Free Run within view of the coast and keep up with the ship as it heads toward its dock. The jumps along the way aren't too difficult, but they get the blood pumping!

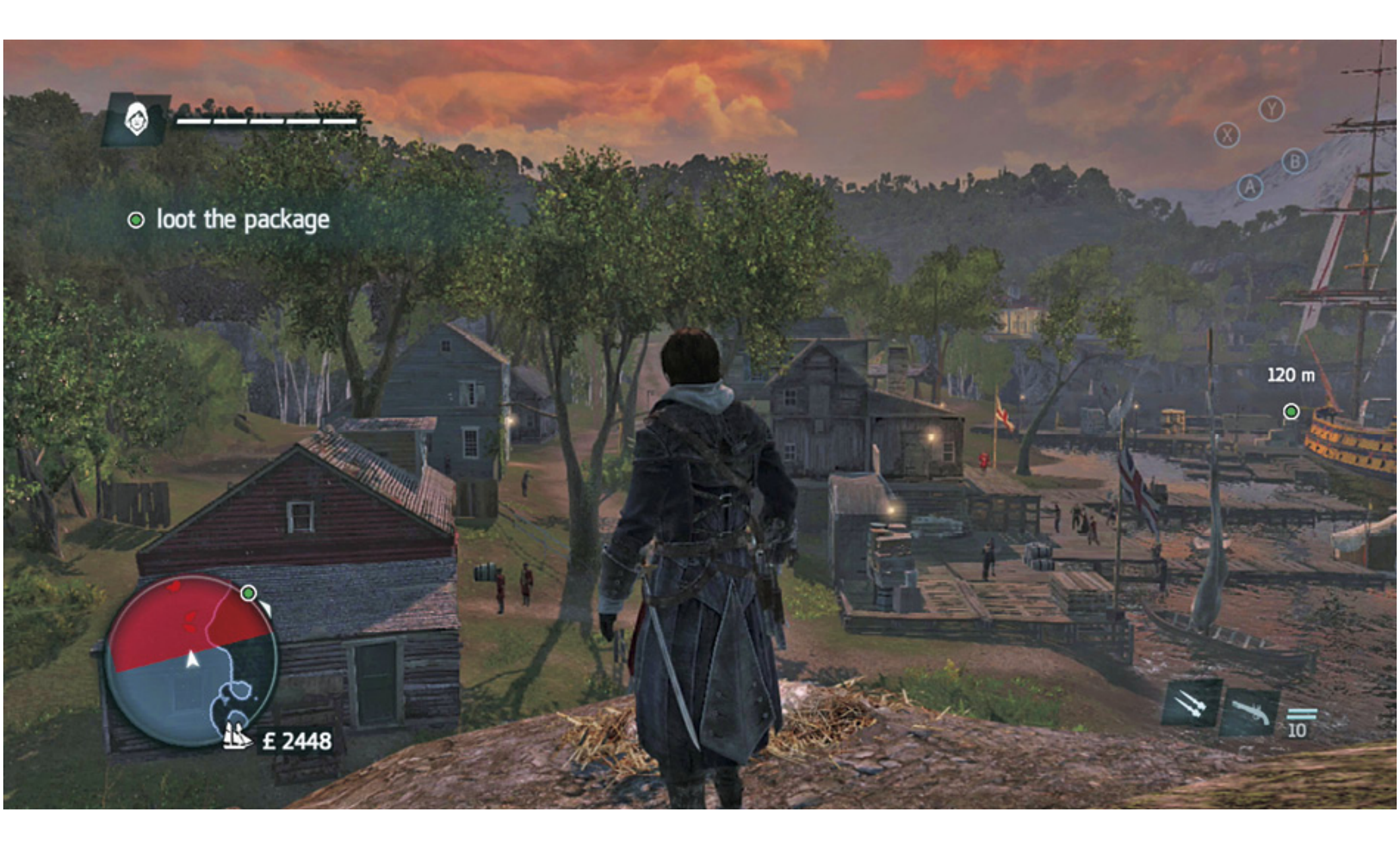
To avoid falling, run straight toward the edge of the cliffs, and let the game handle the jumping for you. Some players try instinctually to jump for themselves, and this can be okay. You can still often make the jumps correctly. However, it's even easier if you hold down Free Run and let Shay jump automatically as he reaches the edge of trees, cliffs, and so on. That way, you only have to point him in the right direction. Timing won't be an issue.

As long as you keep up with the ship, you won't have any problems here. You arrive in Mount Vernon before long, and that's the next leg of the mission.

Location: Mount Vernon

POINTS OF INTEREST	NUMBER OF ITEMS
Chests	3
Viewpoints	1
Shanty	1
Fox	N/A
Animus Fragment	2

The British are everywhere, so you need to avoid getting their attention all at once. Either stay stealthy, or engage in heavy assassination to pass through the town without getting shot. You get down from the cliffs by diving into a wagon of hay. Wait there for the guards to pass by, and then dig into them if you're in a bloody mood. These kills aren't required, but they aren't restricted either.



The package is still on the ship, so that's your target. Weave or tear your way through the town. For the best possible rampage, use speed to close the gap on each guard, and then disappear back between the houses. The only tricky target is a musketman on top of a building, about halfway toward the docks. Climb up to kill him silently so that he won't see what you're doing.

Make your way onto the docked ship and loot the package that you've been tracking. The prize is an air rifle.

THE AIR RIFLE

This new weapon is a silent, ranged gun that can shoot darts. These items are craftable (or can be purchased), and they let you do all manner of nasty things to your enemies.

Berserk Darts make the target go crazy after a short period of infection. They'll start attacking anything that's nearby, including you if you're foolish enough to get close to them. Berserk enemies fight until killed or until the duration of the effect wears off. Even then, the poison kills them, so you don't have to worry about your enemies recovering.

Sleep Darts put individuals down for a short duration. They're nonlethal, which makes them excellent for missions where killing is discouraged. When killing is allowed, you can put someone to sleep at range and then close for a silent kill without the risk of being seen.

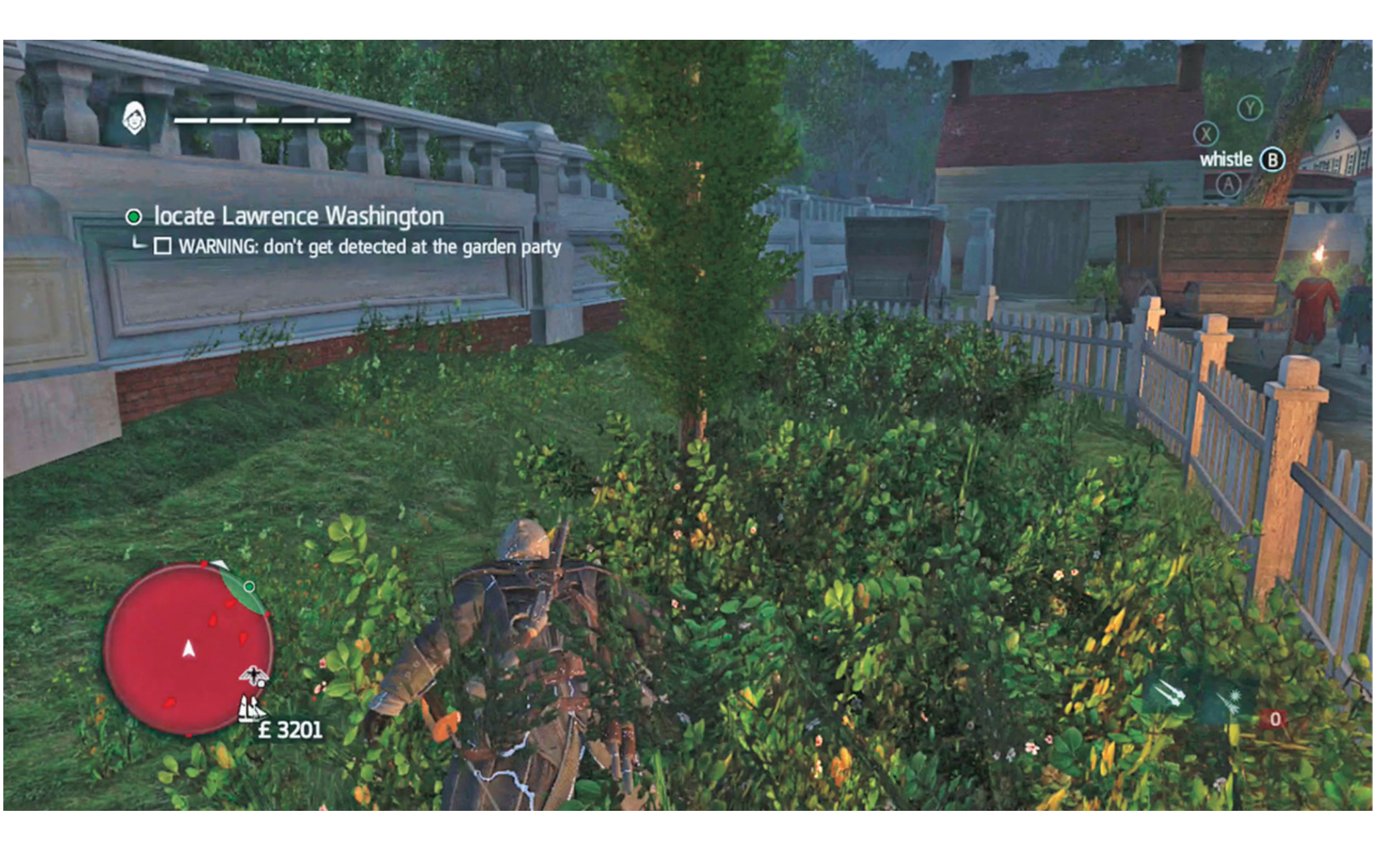
Firecracker Darts distract individuals by making noise. They lure Assassins out of hiding and give you more options for slipping through areas.

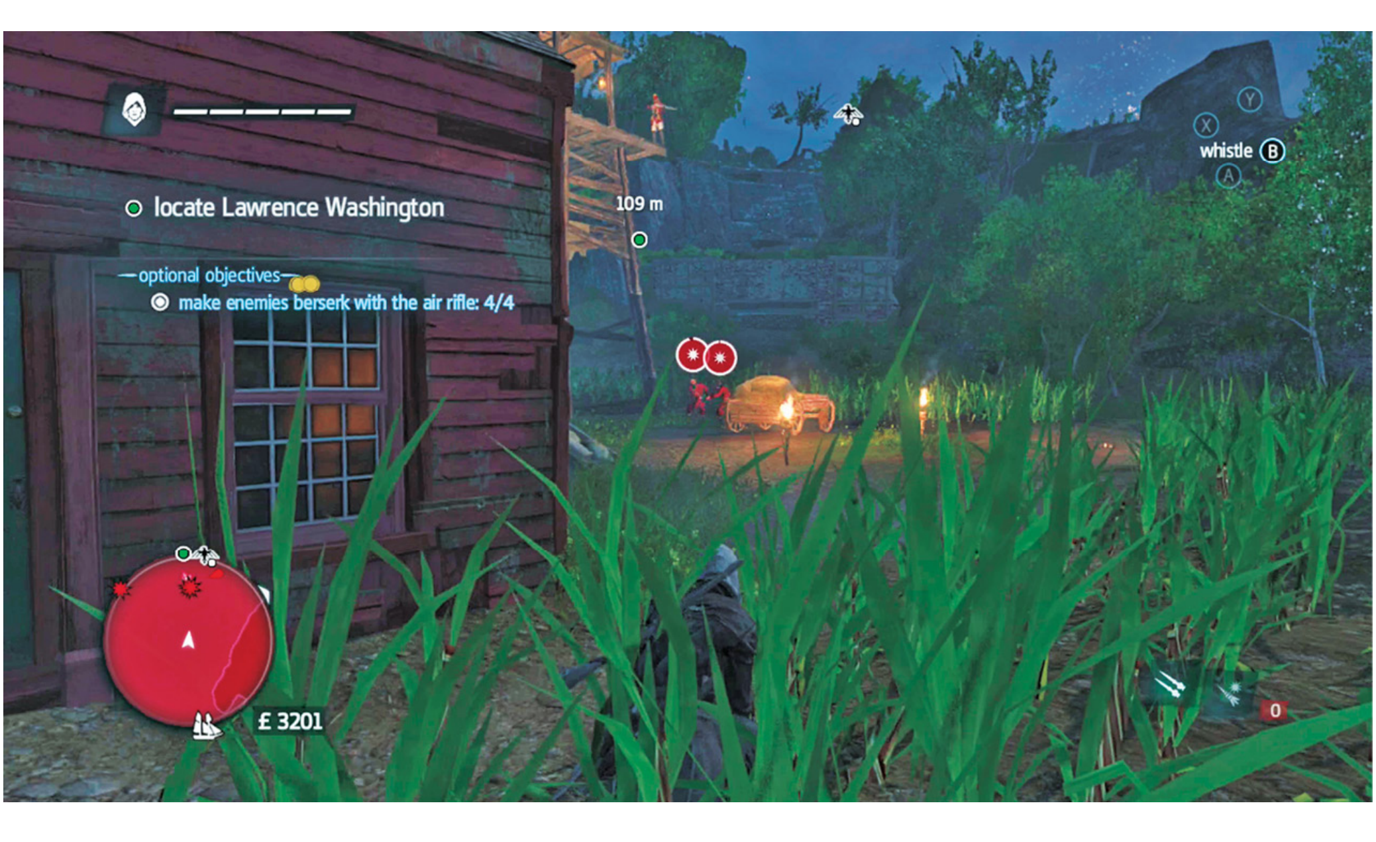
LOCATE LAWRENCE WASHINGTON

Optional: Make four enemies go berserk

With the rifle in hand, you're off to find Washington. Your optional goal is to make several enemies go berserk. Select your Berserk Darts and then look for guards to tag with them. Solo targets are the easiest; you get credit for the optional goal, but they won't go crazy and attack their allies if they don't see any targets. It's more exciting (and grisly) if you locate groups of guards to hit with these tools.

The best guards to hit are the pair near the watchtower, which is on the way to your next objectives. Make both of them go berserk and watch them climb the tower to take out their musketman friend. He doesn't have anywhere to run.


locate Lawrence Washington
WARNING: don't get detected at the garden party
whistle
£ 3201


locate Lawrence Washington
optional objectives
make enemies berserk with the air rifle: 4/4
109 m
whistle
£ 3201

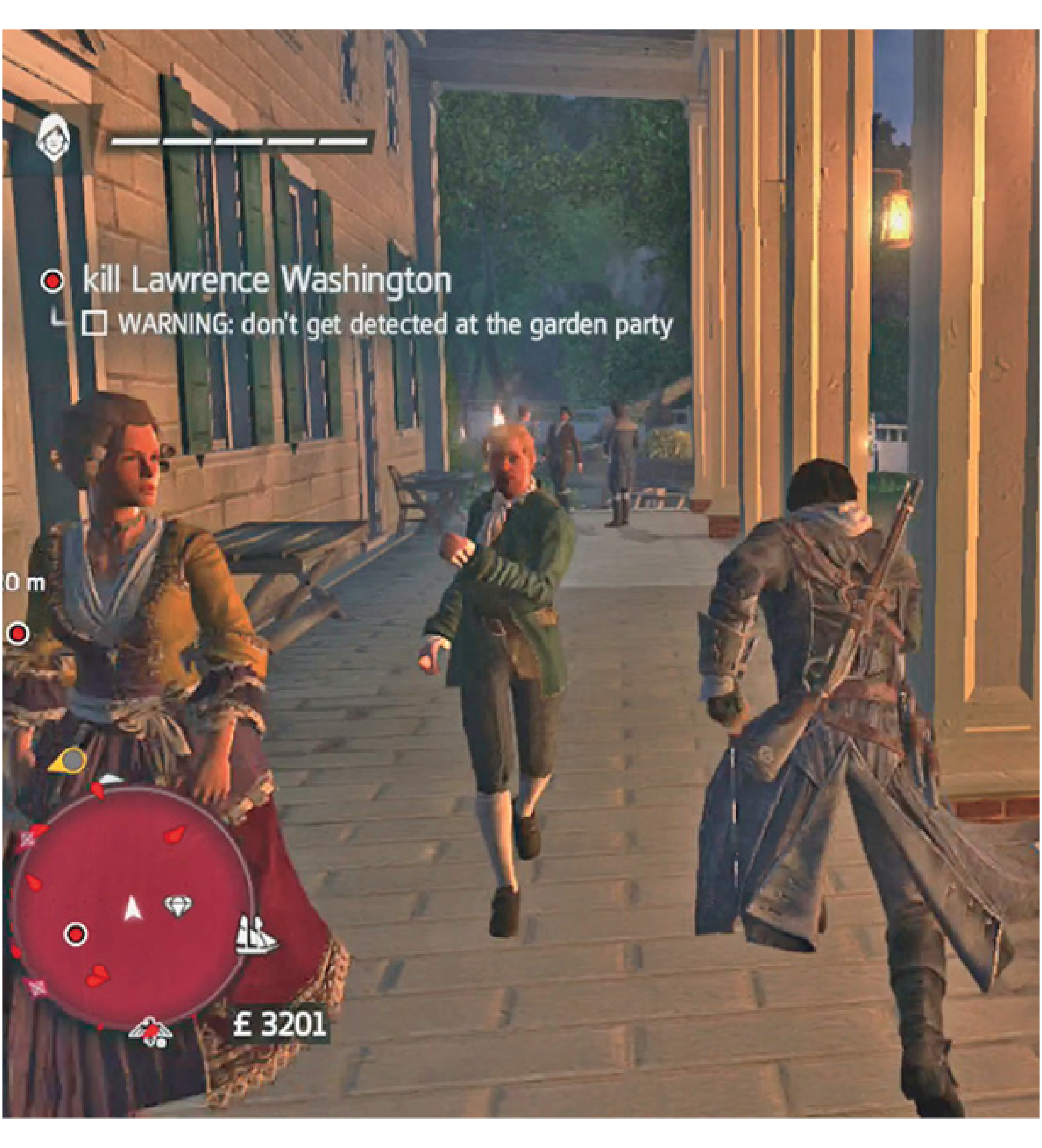
Make sure to loot bodies to replenish your ammo. Some of the soldiers in the area have more darts, which is pretty useful.

The mission gets serious once you arrive at the compound, because you have to maintain stealth. Stop making your enemies go berserk, and slip into the front gate when the lone soldier out front isn't looking. There are several party guests up there, but they don't care what you're doing.

Walk through the bushes along the main road into the compound and head toward the white wall ahead. When no one is looking, you can climb the wall. Use Eagle Vision to observe the men in the gazebo below.

KILL LAWRENCE WASHINGTON

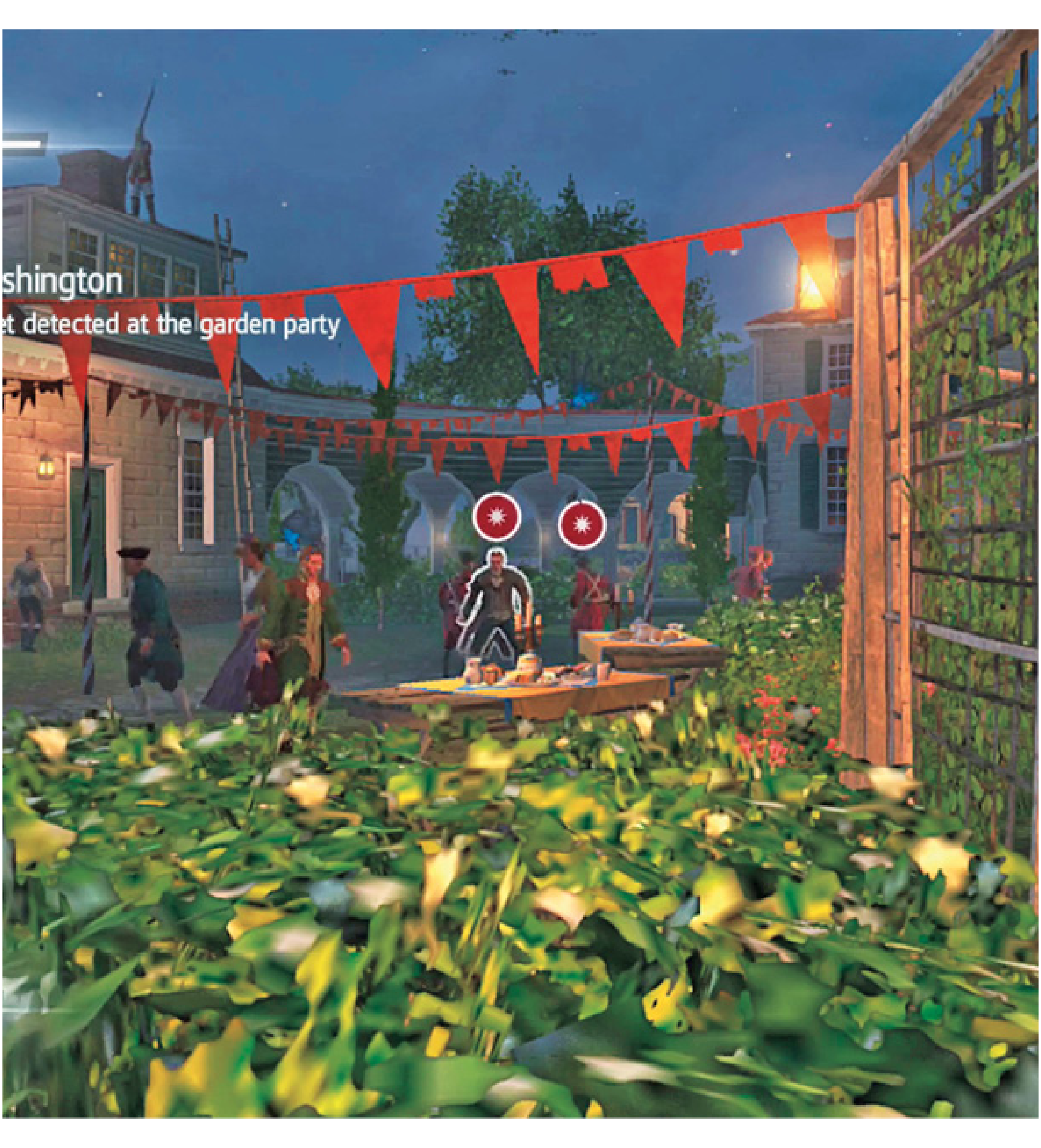
Optional: Make the kill while blended



Washington is going to stay in the middle of his protectors and his guests, so killing him could be trouble, especially because you want to stay blended while doing it.

Don't kill Washington yourself. Instead, use Berserk Darts on him and his escorts. They'll battle each other. Washington is likely to win, but he'll race around the party attacking more of his people. Use additional Berserk Darts to keep the fight going, and your target won't last long.

Stay in the bushes while doing this so that no one sees you. You'll get credit for the goal and the optional objective, and it won't even take much effort. That's some real assassination work!



DROPPING THE SMOKE BOMB

You now have access to Smoke Bombs. Select these tools when you want to disable enemies briefly and either kill them or get Shay out of trouble. They affect multiple targets, so they're perfect if a fight gets too large to handle.

If you're surrounded, use Smoke Bombs to disrupt everyone and give Shay a chance to assassinate his melee targets before they know what's happening. You can quickly dispatch one, two, three, or even more guards using a single Smoke Bomb. Tap the Assassination button as quickly as you can, and watch the targets fall in droves.

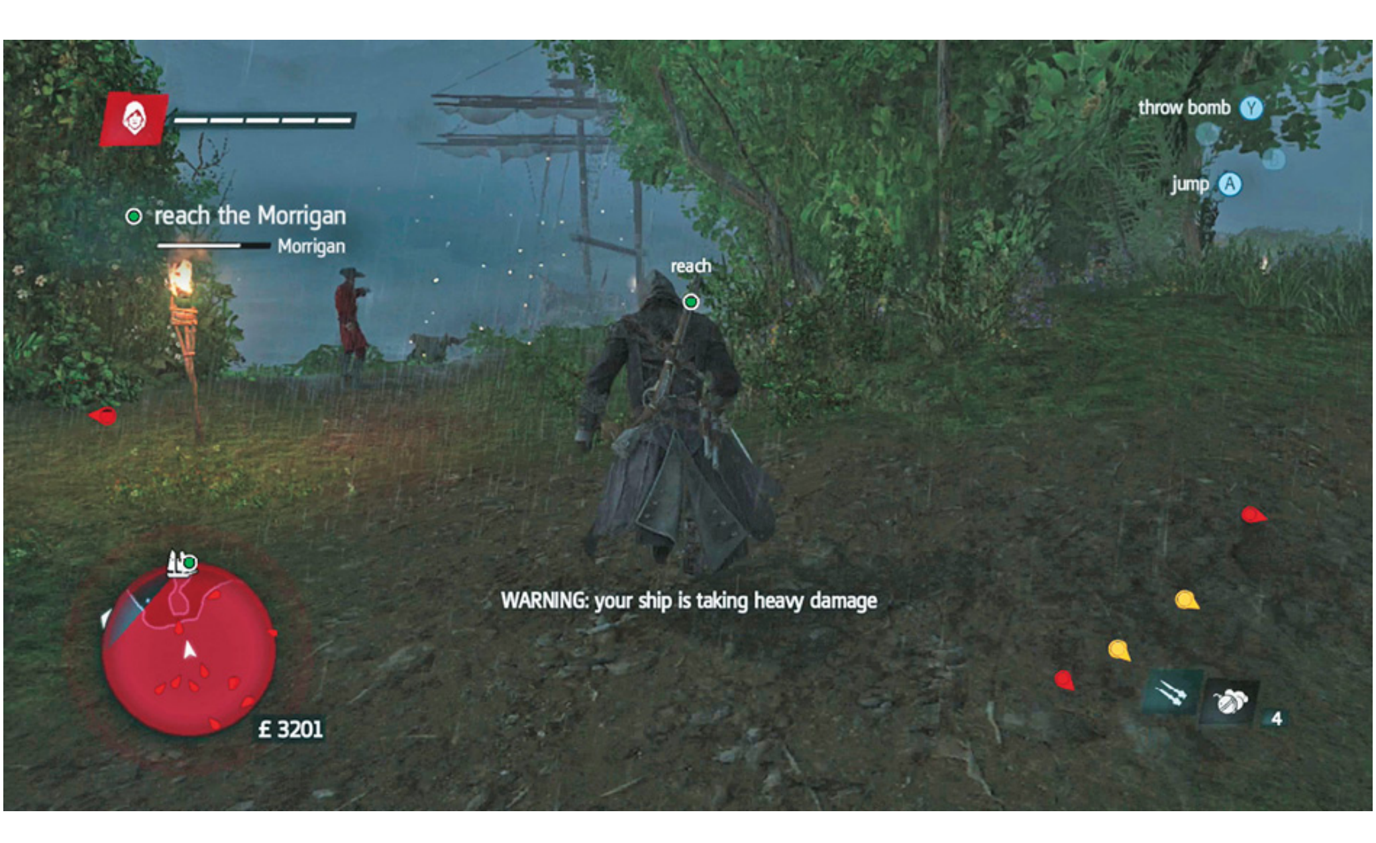
GET BACK TO YOUR SHIP AND FLEE THE AREA

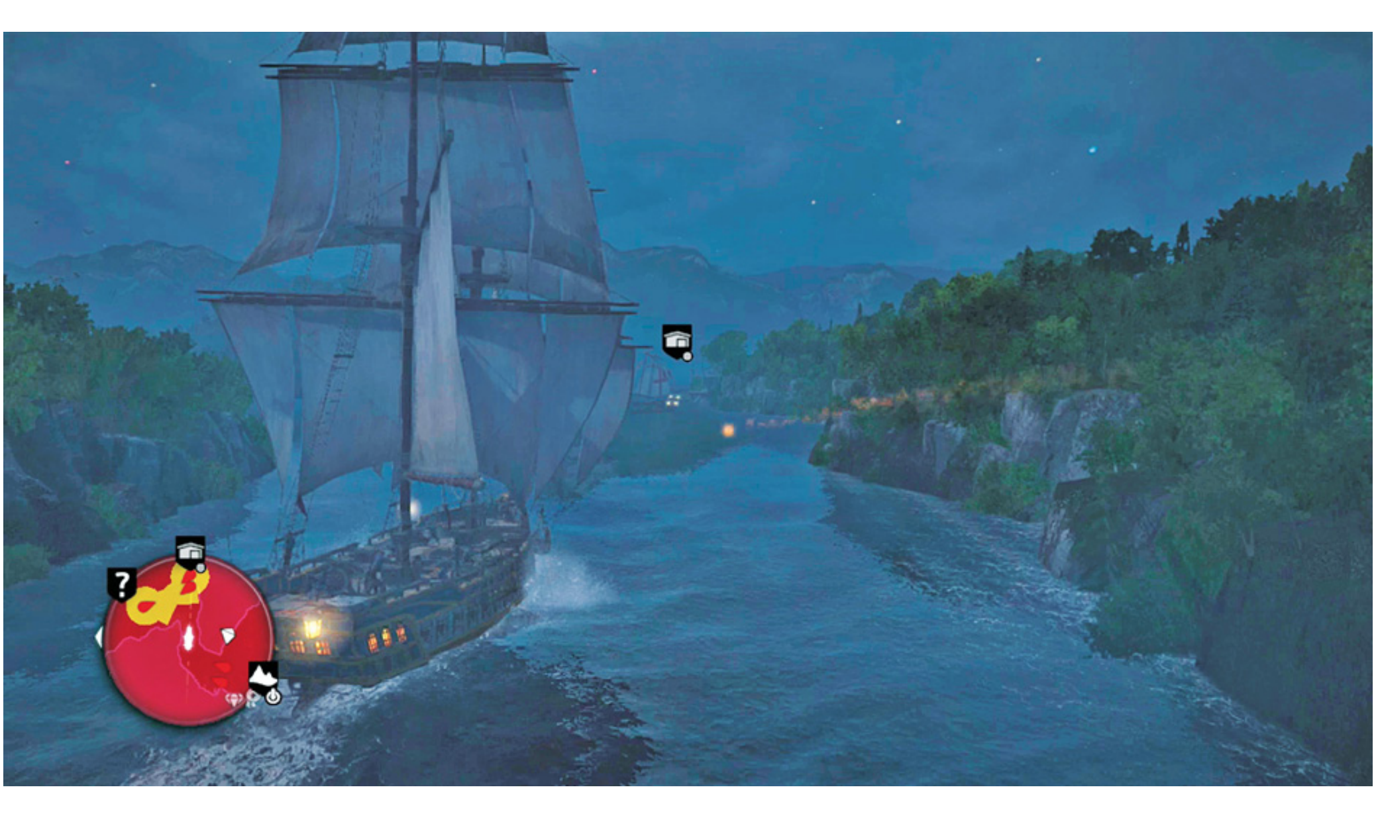
Sprint back to the Morrigan immediately. Don't stop to fight. Run around guards and jump over obstacles so that nothing catches you on the way back. Use Smoke Bombs if anyone gets close to you.

Be careful when you reach the cliffs near the harbor. You lose tons of time if you leap into the water. Instead, jump to the rocks close to shore. Jumping across these two rocks lets you board the Morrigan almost instantly, making the time limit a simple objective to beat. Then get the Morrigan out of there! It seems that you've overstayed your welcome.

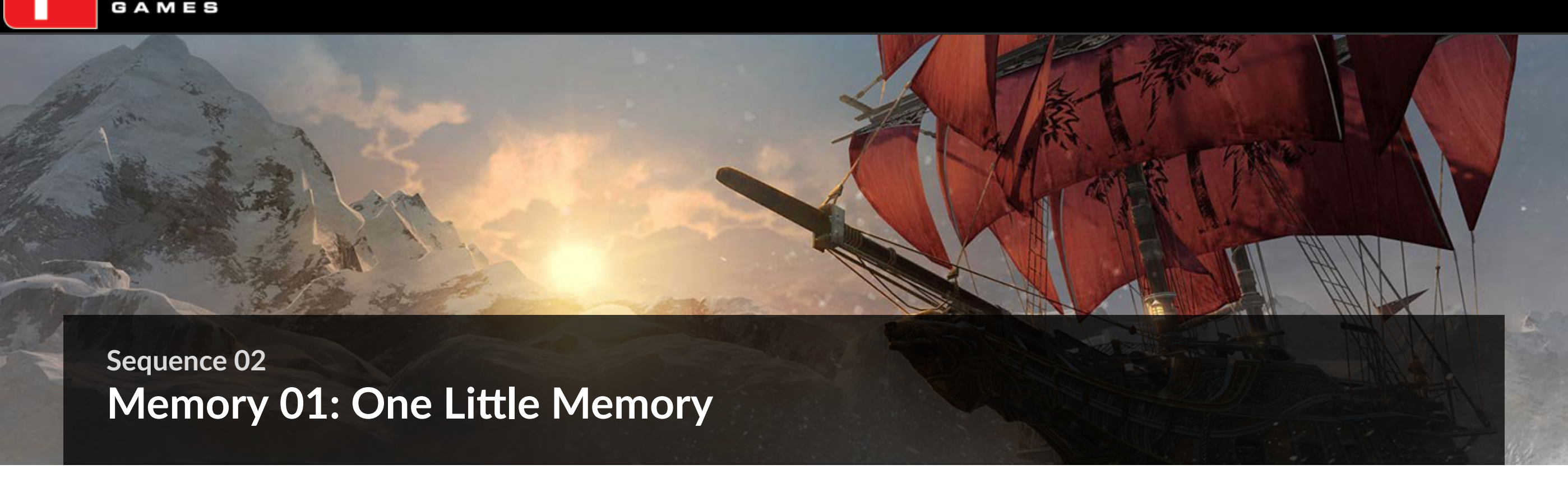
The entire area is well patrolled by enemy vessels. Take the Morrigan north as soon as you can. Don't even fire at your attackers; you're heavily outnumbered and don't have enough upgrades yet to pound through everyone. Simply get to Travel Speed as soon as you can and keep going north until all of your pursuers drop far into the horizon. This ends the memory and the first sequence.

You also receive the achievement/trophy "Halcyon Days."





Sail to St. John's, Newfoundland after you've recovered and had a little fun on the high seas. There are plenty of ports and islands to explore, so a bit of time spent wandering can pay well right now. Once you reach St. John's, meet with your allies up high on the hill.



Sequence 02

Memory 01: One Little Memory

(SEQUENCE 02, MEMORY 01)

The meeting goes well, and you receive useful blueprints for the Morrigan. You're going to get a nice new weapon called the Puckle gun. Nothing is as useful for hitting vessels' weak points or spraying the decks to eliminate troops.

WHY FIGHT WHEN YOU DON'T HAVE TO?

You may find that boarding vessels is much easier now because you can kill several enemy sailors before even leaving the Morrigan. There are two Puckle guns on each side of the ship. Once you've initiated boarding, use one of these to attack enemy sailors at range. The kills absolutely count toward your boarding progress. You can even defeat the other ship just with Puckle gun attacks.

Once you run out of ammo, use other ranged weapons, board the enemy ship on your own, or switch to the Puckle gun at the other end of the ship. It has a separate ammo supply, so you have the potential to double your free kills. As you get upgrades for the Puckle gun's ammo supply, this becomes even more lucrative. Getting 10 to 15 kills before boarding becomes extremely common, if not guaranteed.

LOCATE THE *EQUITAS*

Location: St. John's

POINTS OF INTEREST	NUMBER OF ITEMS
Chests	3
Viewpoints	1
Animus Fragment	1
Prosperity	2
Shanty	1
Powder Keg	1
Templar Map	1
Cave Painting	1
Letter	1
General Store	Yes
Tavern	Yes
Locked	2

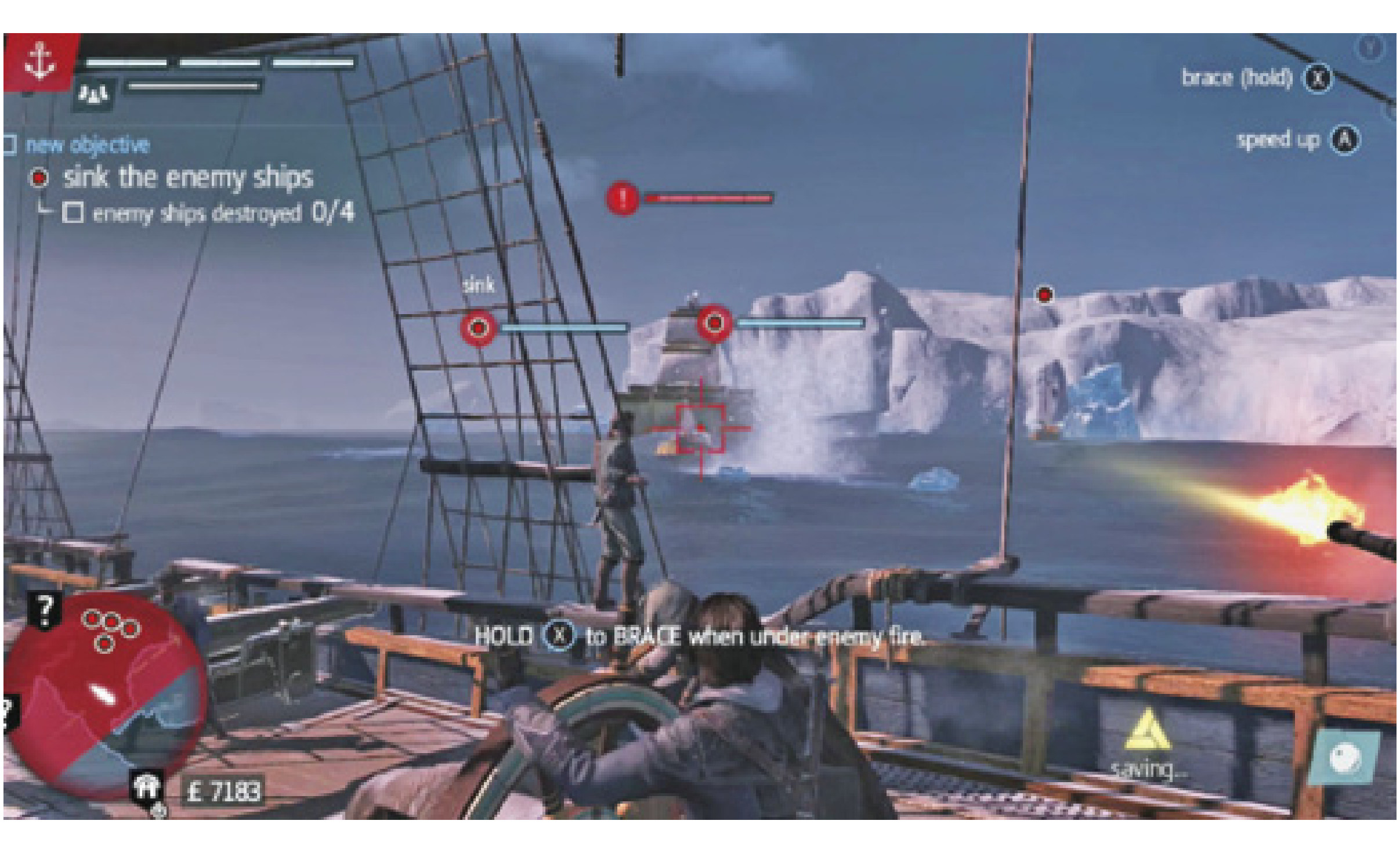
Search for items or do some carousing in town, and then set sail to look for Samuel Smith and the Equitas. You won't have to sail for long. Use your spyglass on all of the British ships you approach, and find the named schooner.

OTHER PERKS OF THE PUCKLE GUN

Now that you have a fast-firing weapon, you can be a bit more aggressive about taking down smaller vessels without going through the heavy maneuvering of your cannons. Mines, soldiers, and small ships are all vulnerable to the dreaded Puckle gun, and you can also blow up explosive containers with them.

For increased damage output, use the Puckle gun between cannon shots. Fire your broadside cannons, switch to the Puckle gun during your reloading phase, and then jump back to the broadside cannons just as they finish reloading so that you can fire again.

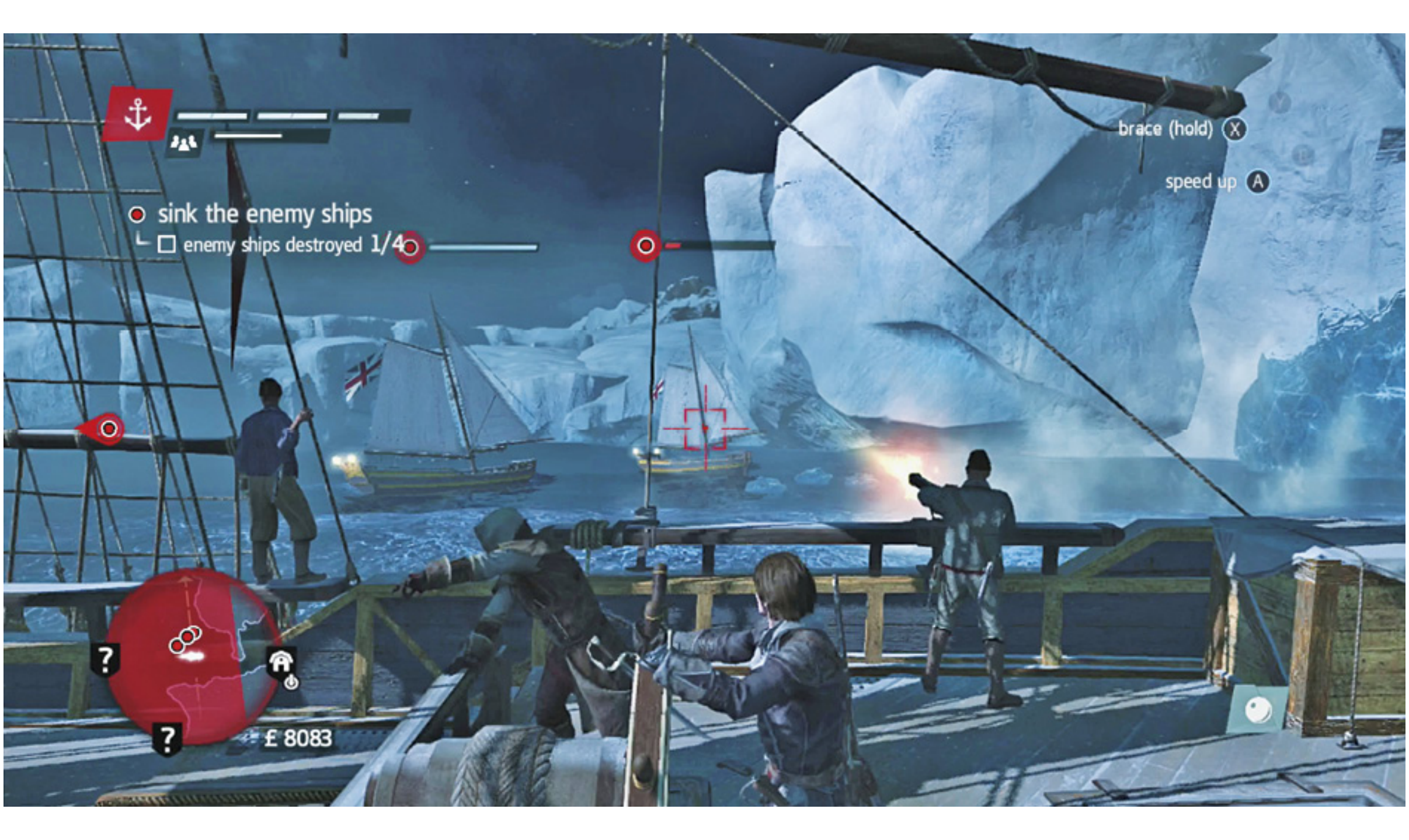
Done in this way, the Puckle gun offers free damage because you aren't sacrificing front carronade or broadside cannon damage output to use them.



Smith attempts to escape. Use your ship to give chase, and try out the Puckle gun on any mines he drops in your way. The new Ram upgrades prove useful as well, because you have to break through sheets of ice to continue the pursuit. Go as quickly as you can to keep up with Smith, and be ready for more trouble.

SINK THE ENEMY SHIPS

Optional: Destroy three gunboats with the Puckle gun

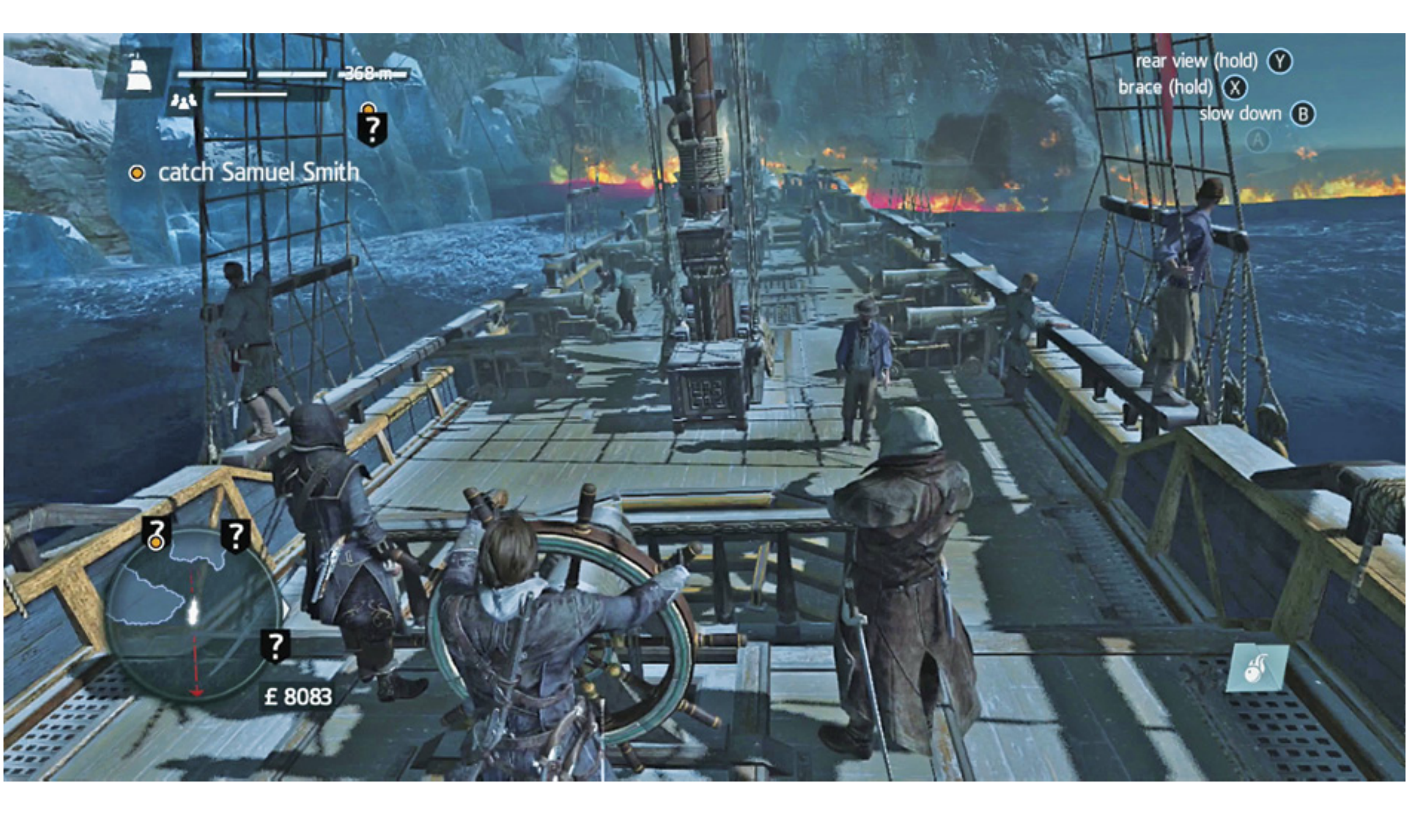


Smith isn't a fool, and he's led you into an ambush. Smaller gunboats and a heavier brig come forward to fight. You're likely to be rammed if you aren't careful, and you'll lose plenty of sailors if you're boarded. Sail forward quickly and keep your speed high to prevent the other vessels from having a clean run.

If you're rammed despite these efforts, defend yourself aggressively and get what you can from the brig after you defeat its sailors. The salvage won't be bad, and there is an achievement/trophy for repelling a boarding party.

With the larger vessel down, switch to your Puckle gun to eliminate the smaller ships. You can attack their hulls or sails for fast and easy kills. Collect everything that falls into the water to earn some profit off of all this, and this resume your pursuit of the Equitas.

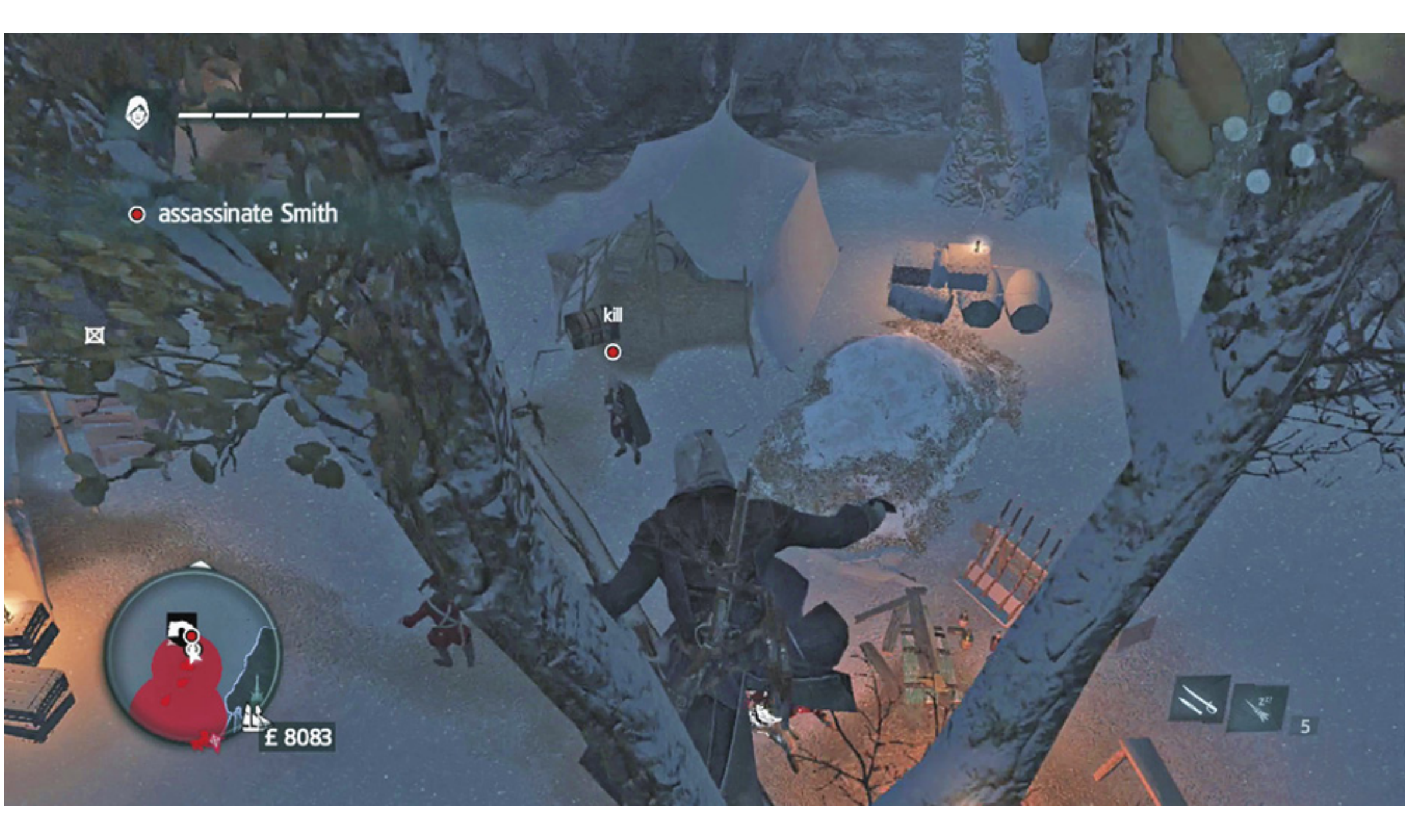
Smith goes for land, and he'll drop plenty of flaming oil in your path. Navigate carefully toward the harbor he's seeking, and don't let the Morrigan get torched!



Dock in Terra Nova's harbor. You'll have to do this the hard way.

ASSASSINATE SMITH

Optional: Kill Smith with an air assassination

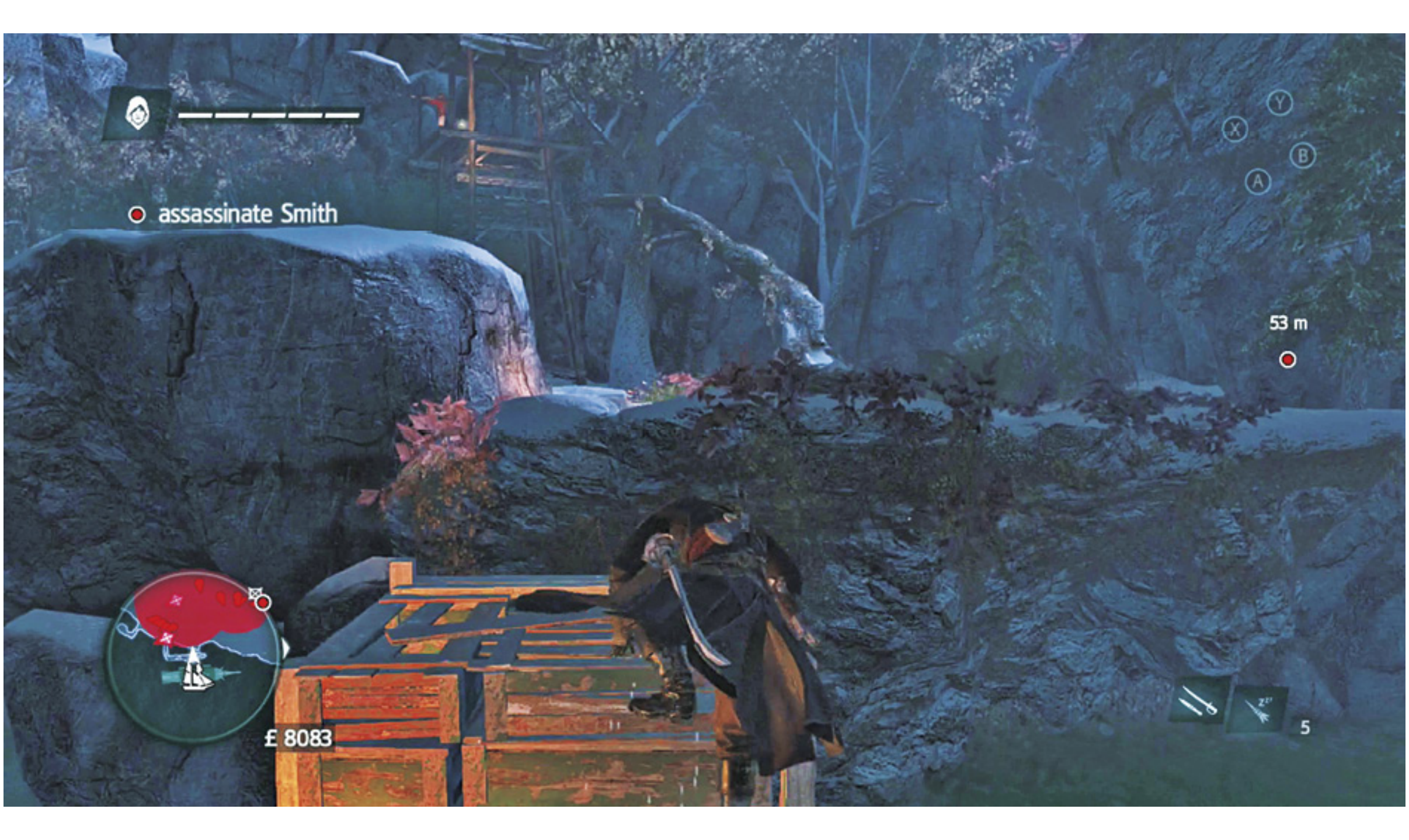


Location: Terra Nova

POINTS OF INTEREST	NUMBER OF ITEMS
Chests	5
Collectibles	4
Quest Item	1
Locked	1
Arctic Wolf	N/A

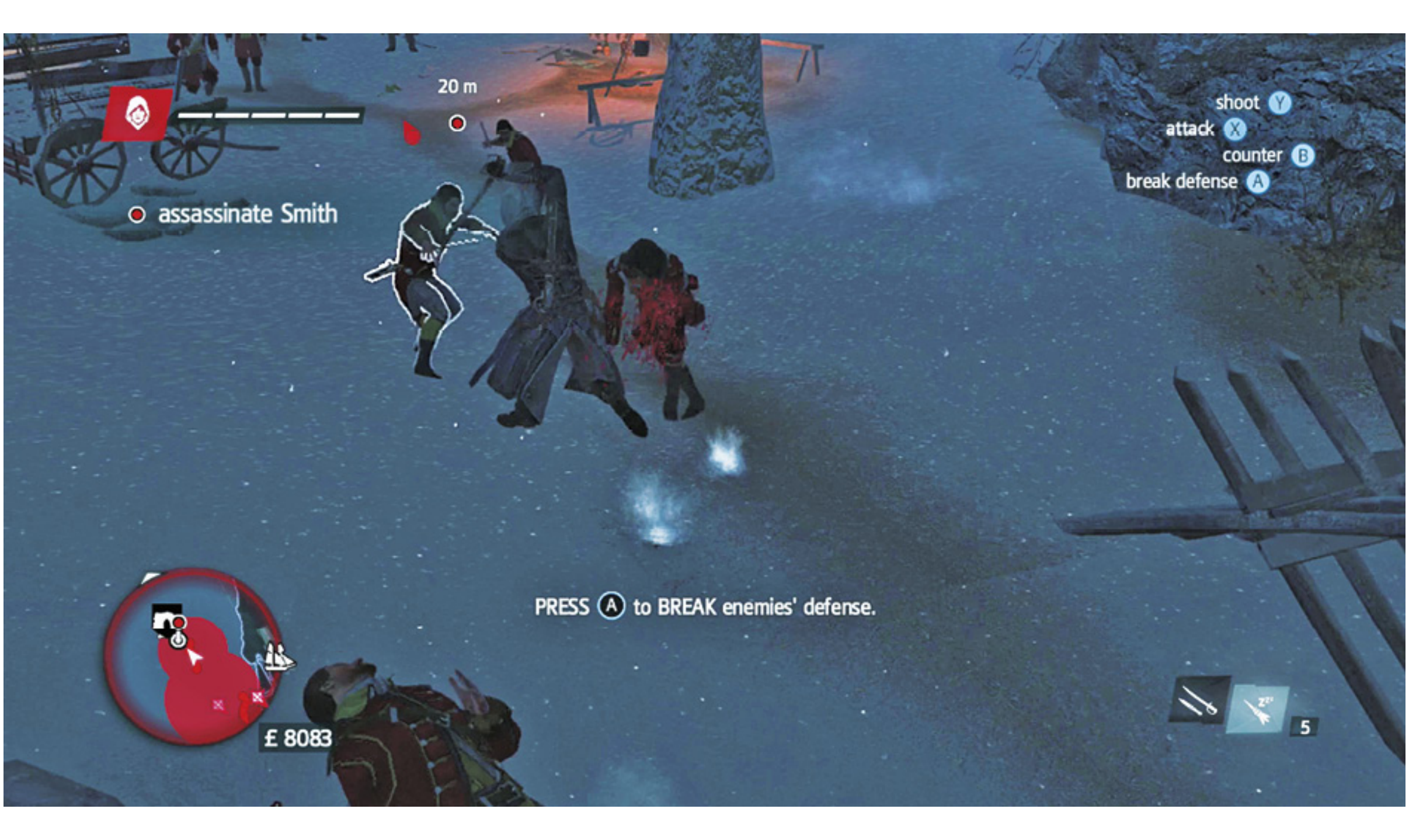
If you don't want to fight an entire legion of British troops, then get onto the docks and jump from the small structure there over to the cliff on the mainland. This lets you avoid a very large battle and maintain a level of stealth.

Climb a fallen tree up to the guard tower on your left, dispatch its guard, and then use the upper branches of trees in the forest to get over to Smith. Kill him instantly with an aerial assassination.



Bolder or more aggressive fighters can charge onto the mainland directly. Go after the enemies and watch for their ranged buddies; grab melee targets as human shields if any of their friends try to shoot at you. You avoid the damage and get a free kill out of the deal.

Even if you like the direct route, it is still suggested that you take to the trees after the fight. Your optional objective demands an aerial kill, and that's what you should provide.



You get access to burning oil after this event ends.

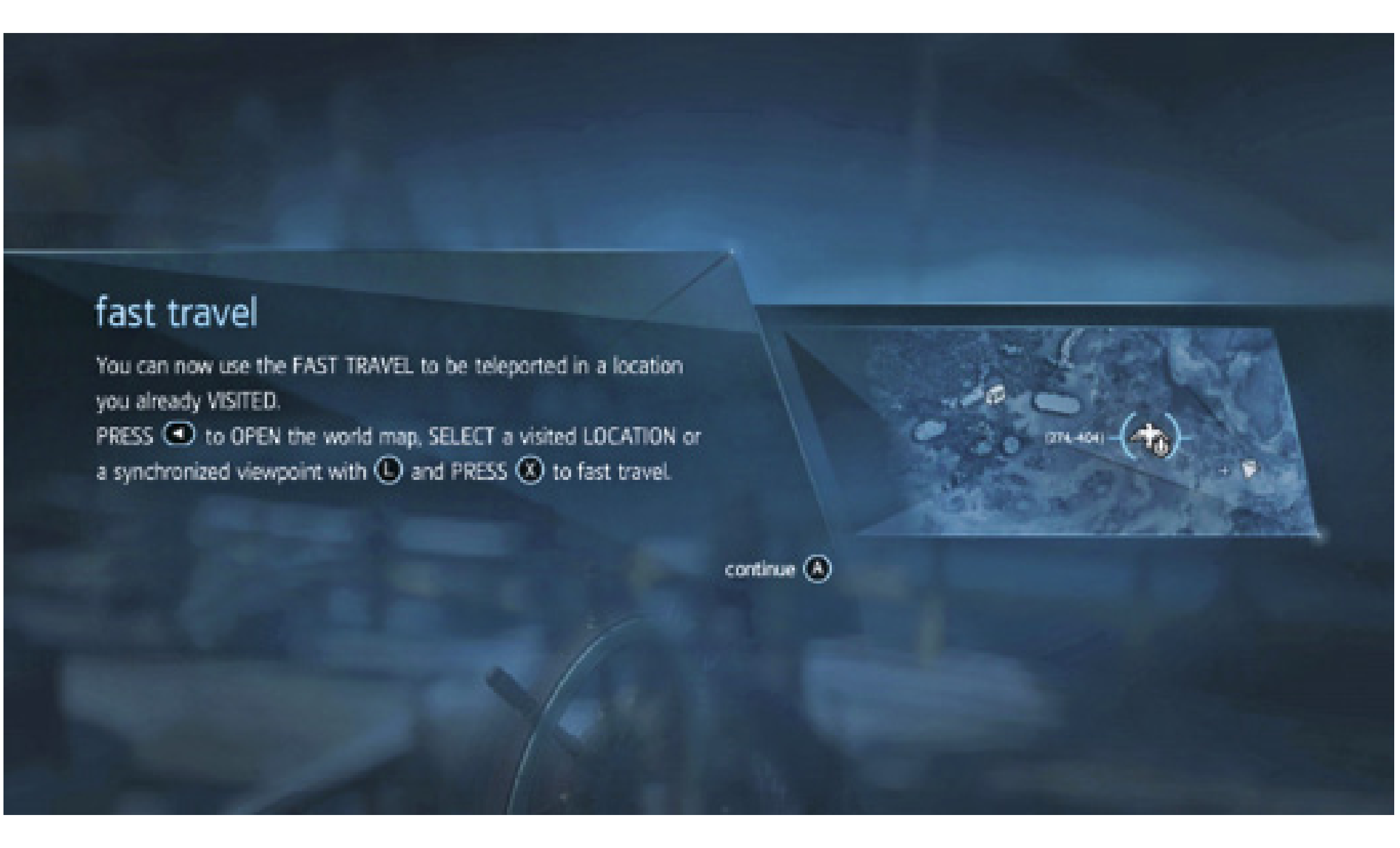
BURNING THE MIDNIGHT OIL

Don't let enemies trail your ship anymore without reprisal. Drop burning oil or leave entire trails of flames behind your ship to damage or discourage pursuers. If they continue on their path, they'll burn. If they turn away, you'll earn time to regain your position in the fight.

You also get access to Fast Travel once you return to your ship.

A GREAT TIME SAVER

You can now instantly transport yourself between any Fast Travel areas that you've unlocked. Synchronize with Viewpoints to expand this list until you have access to major swaths of each region. This makes it easier to hunt for collectibles, explore, and hunt.

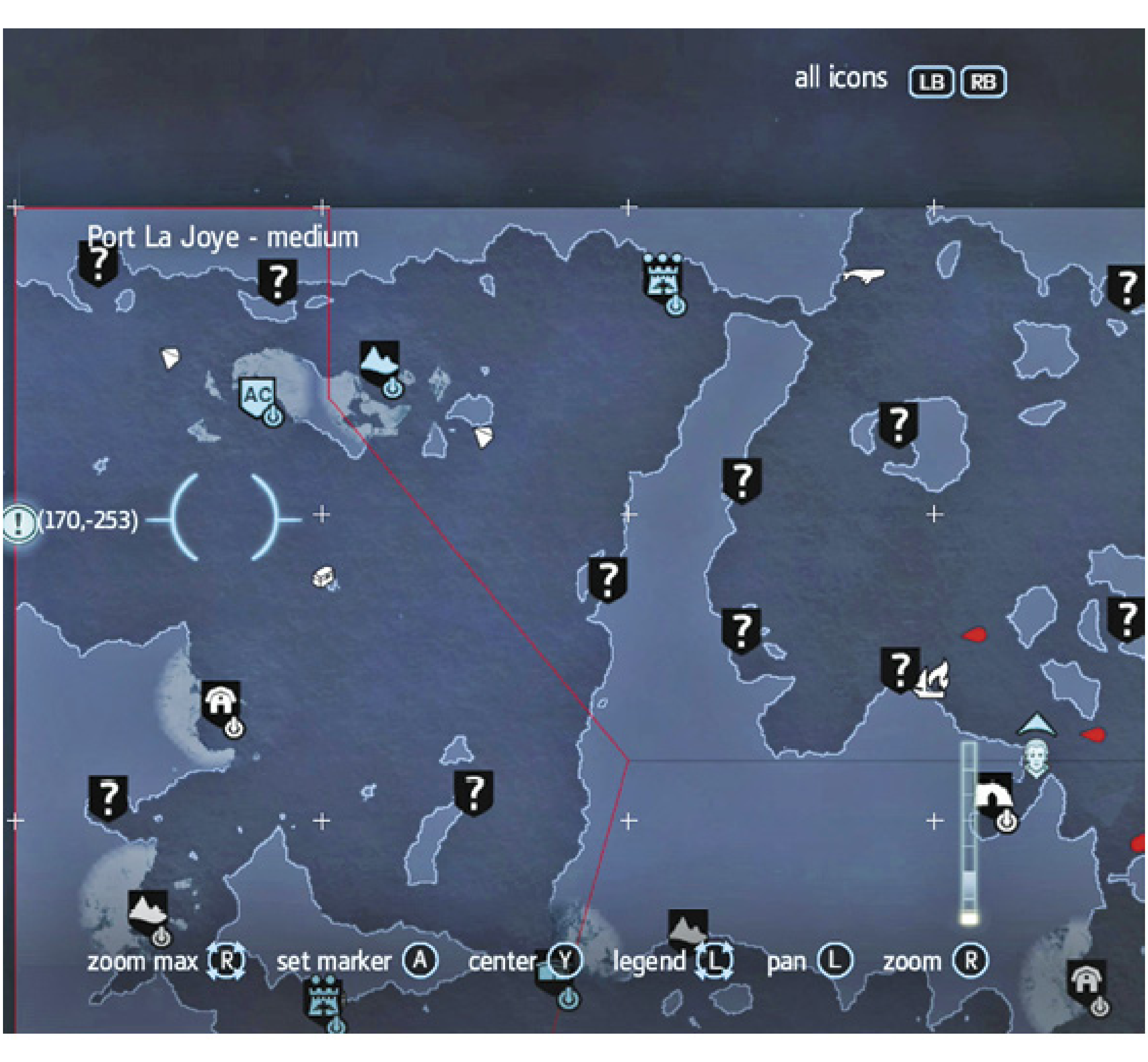


fast travel

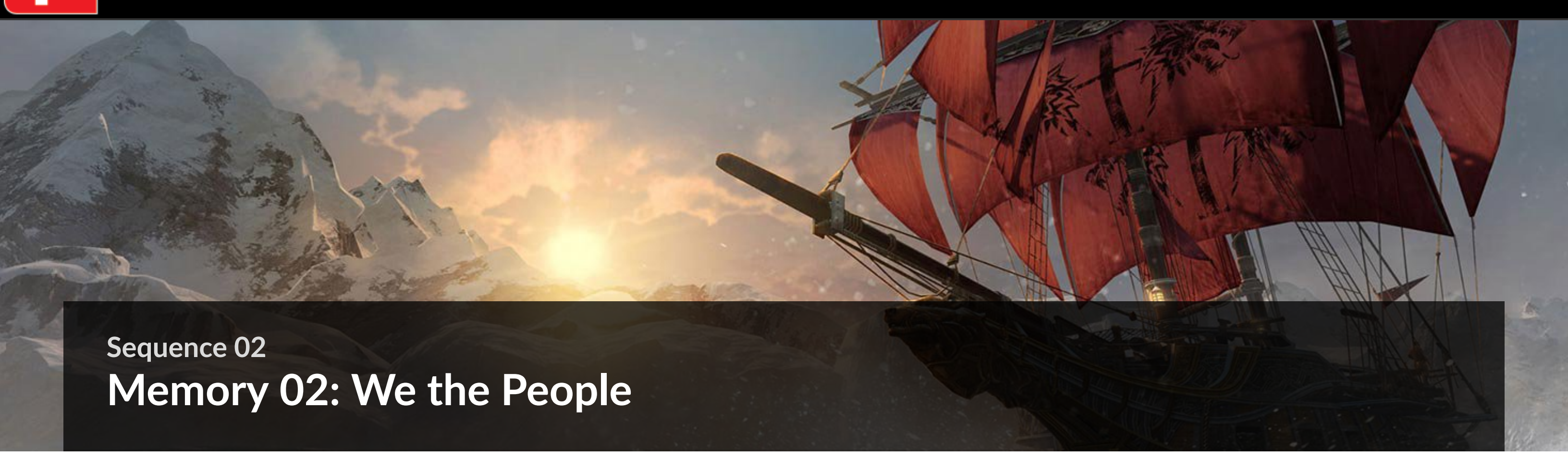
You can now use the FAST TRAVEL to be teleported in a location you already VISITED.
PRESS to OPEN the world map, SELECT a visited LOCATION or a synchronized viewpoint with and PRESS to fast travel.

And speaking of Fast Travel, you should try it out. Go to your map and Fast Travel over to the River Valley waypoint. Your next mission is on that map. The Fast Travel point gets you close, and then you can change maps with only a moment of travel.

You also gain the ability to switch maps directly. When you're looking at the big map, zoom over to the edge of the territory and keep going. This shows you a greater view of North America. You can Fast Travel directly over regions to save time.



Once you're in River Valley, go toward Albany, as marked on your map. There are a few treats along the way if you're willing to stop. You should always go after Viewpoints because they're useful to have. The lighthouse on the way up the channel has one such Viewpoint, but you can decide whether it's worth your time.



Sequence 02

Memory 02: We the People

(SEQUENCE 02, MEMORY 02)

The team is meeting in Albany, near a red house outside of the restricted zone. Watch out for the British troops that are patrolling, and don't give them any guff. The meeting is on the southern portion of the land, farther east than the docks.

Once you arrive, you get your next assignment.

SNEAK INTO THE ALBANY CONGRESS

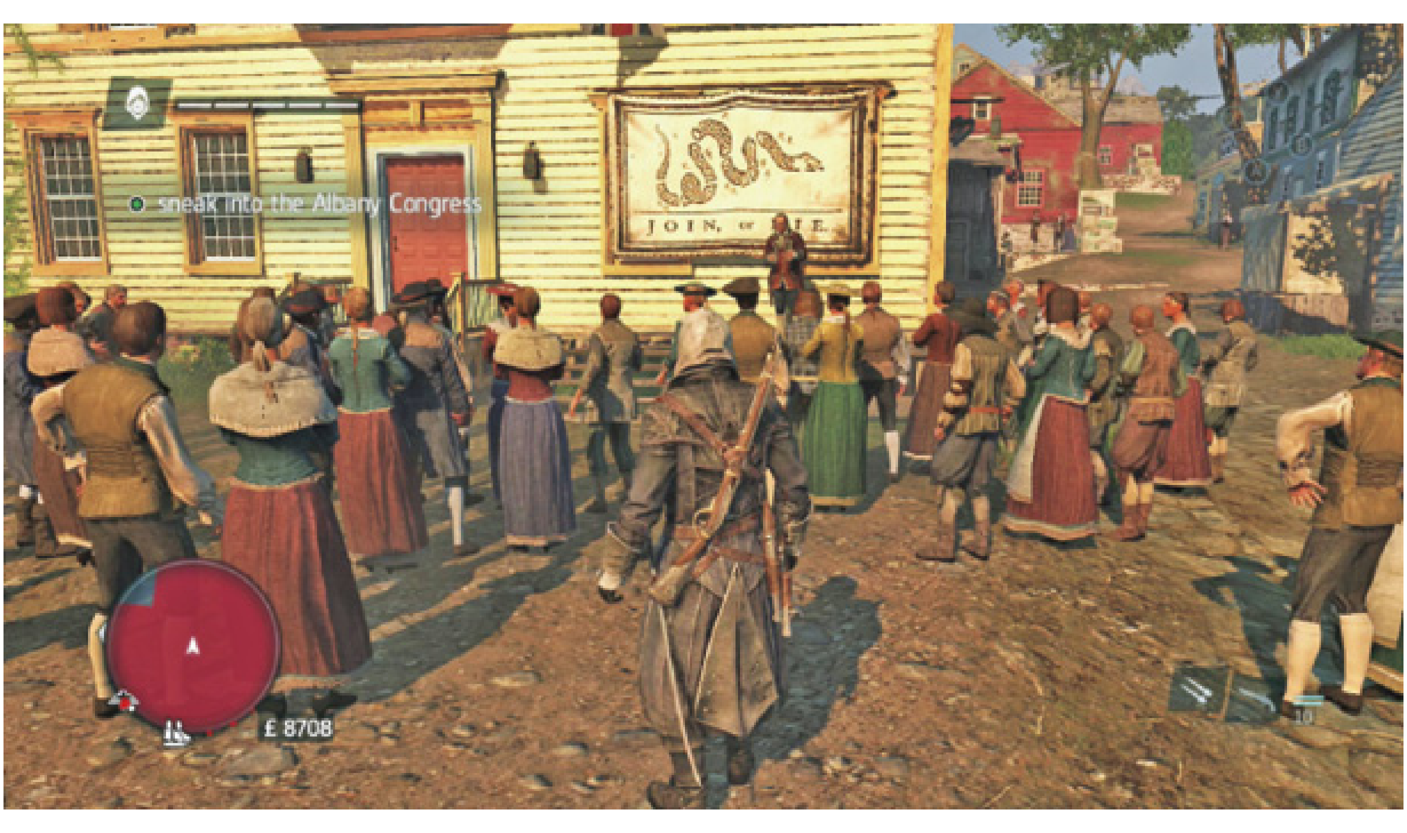
Optional: Sneak into the congress undetected

Location: Albany

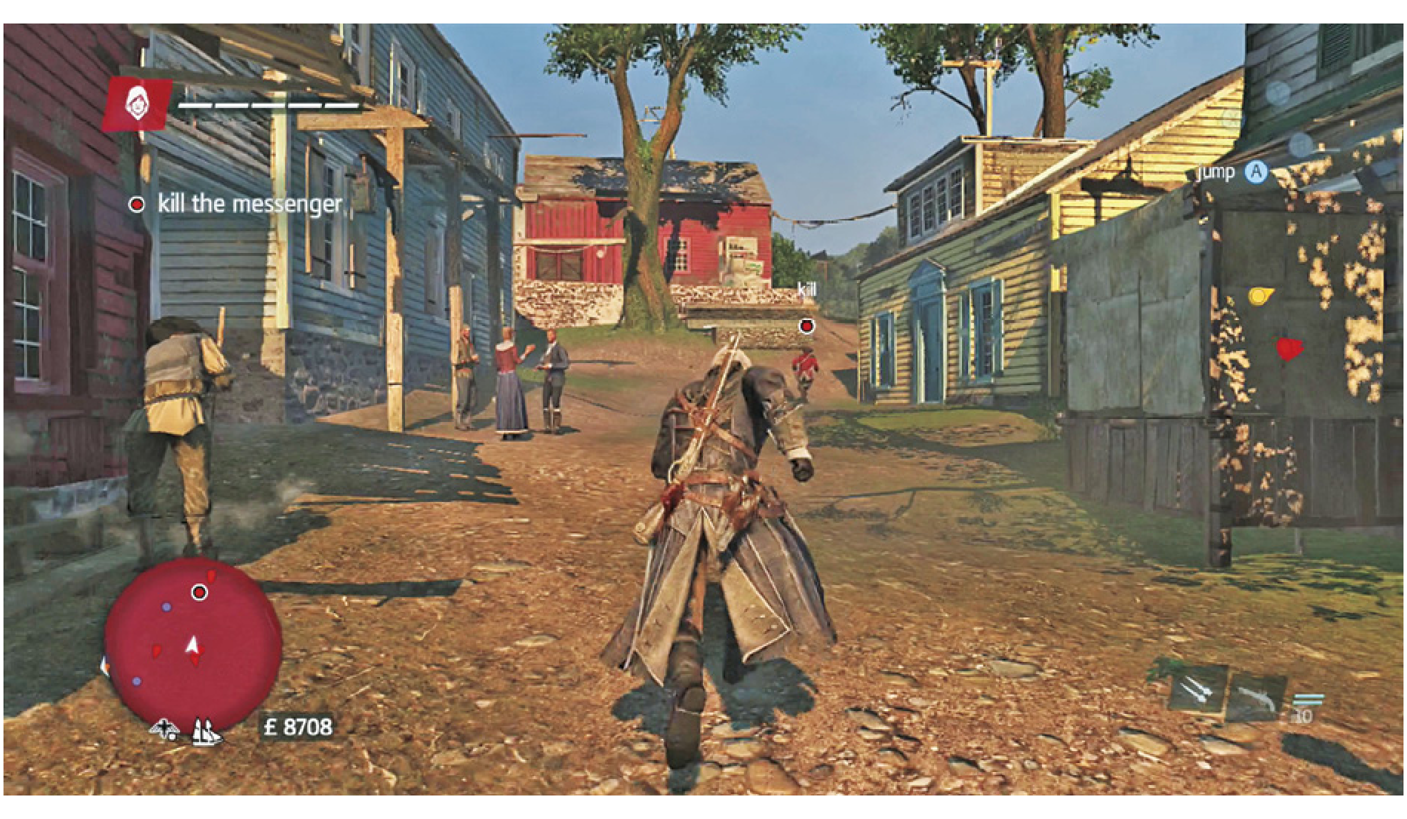
POINTS OF INTEREST	NUMBER OF ITEMS
Chests	6
Viewpoint	1
Activities	1
Quest Items	1
Animus Fragment	5
Shanty	1
Prosperity	1
Letter	1
Assassin Interception	1
Gang Headquarters	1
Renovation	1
General Store	Yes
Harbormaster	Yes
Tavern	Yes
Hare	N/A
Fox	N/A

There aren't many guards on the way into Albany from this direction. Jump off the cliff and sneak in from the water. Hide in the corn while watching for patrollers; either eliminate them covertly or move quietly toward the waypoint when the guards are walking toward the beach.

You learn several important things when you get to the waypoint, but you must hurry afterward to prevent problems.



KILL THE MESSENGER

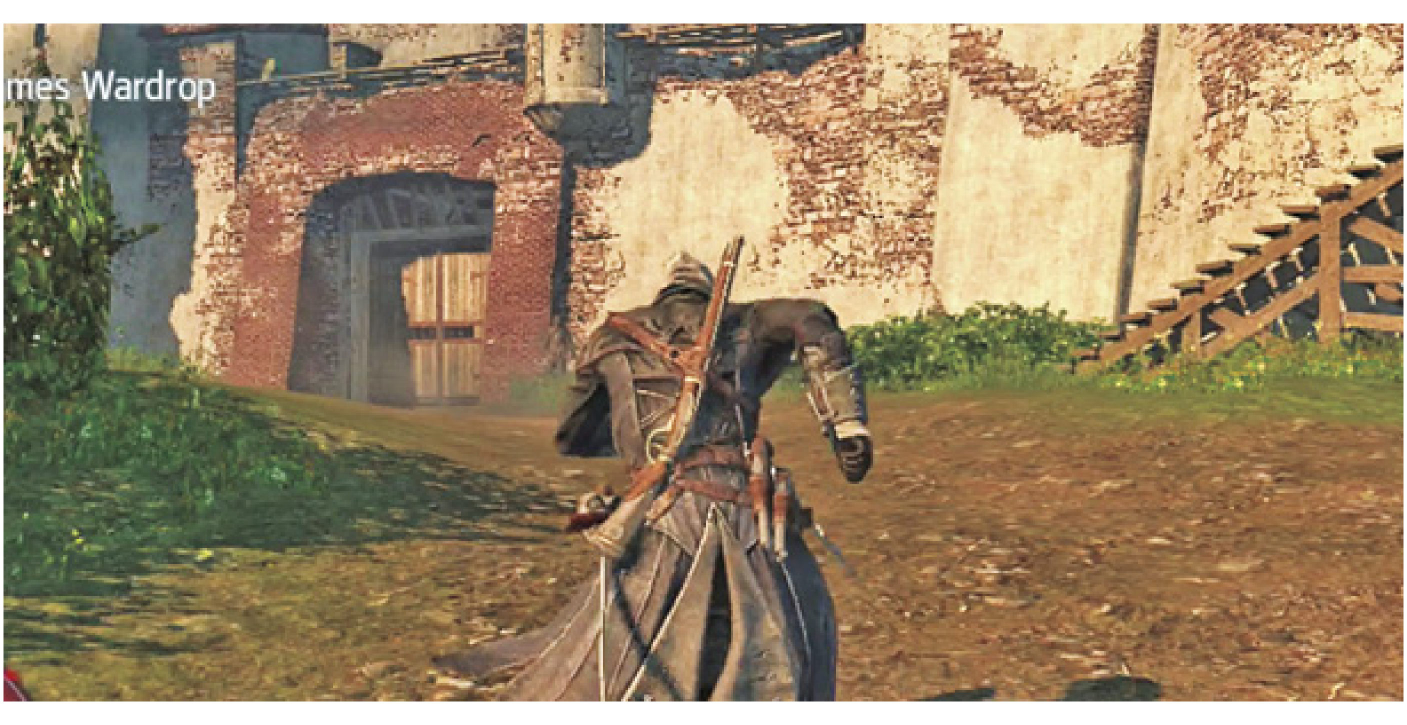


No one asks that you get this mission done quietly, so you can stir things up! Sprint after the messenger as he races up the hill. Move along the edges of the path to avoid a couple groups of guards that try to halt you, and keep your eyes on the target.

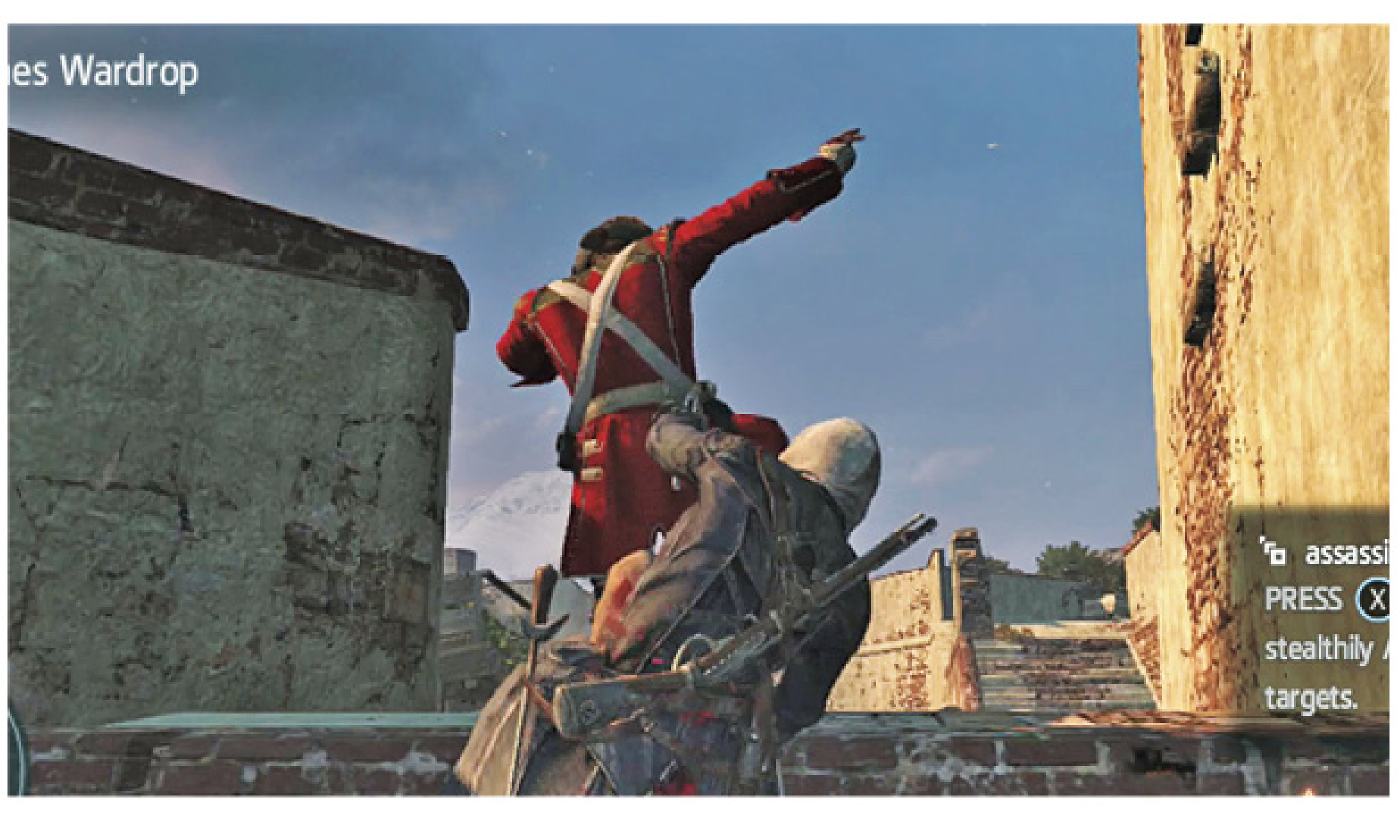
Arm your pistols and shoot the messenger in the back while he's running. He'll stumble, giving you time to catch up and either dispatch him with your blades or shoot him again. Plenty of soldiers arrive to stop you, but a good sword fight isn't a downside of this plan. It's a fringe benefit.

LOCATE JAMES WARDROP

Optional: Kill Wardrop with an air assassination

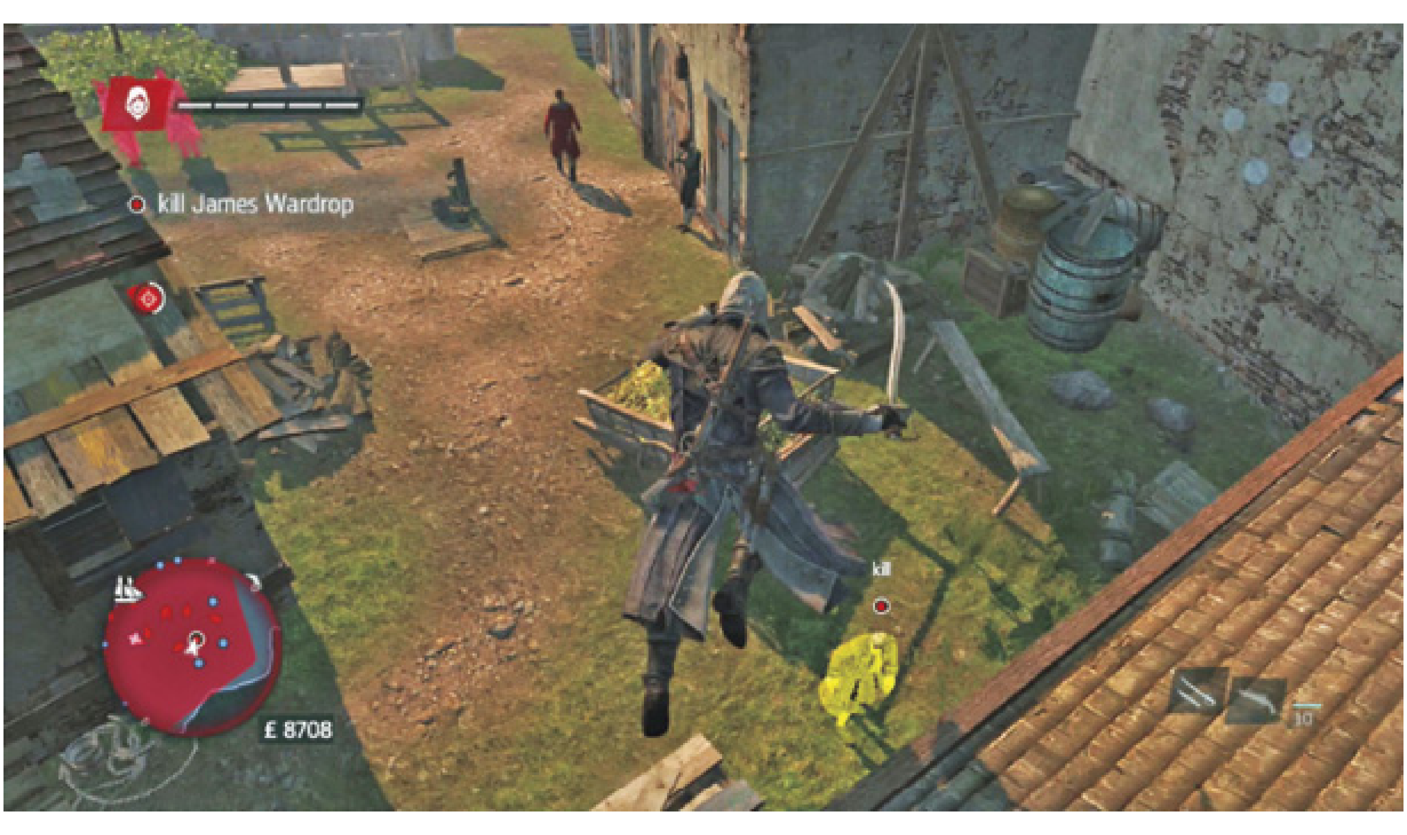


James Wardrop is inside the fort atop the hill. Don't worry about finding him until you get inside. To do that, go toward the right side of the fort. Several long jumps and a rope swing get you to the back side of the compound. Use the scaffolding there to climb the walls, and pull the guard off of his position before you reach the summit.



Hide in a hay cart and use Eagle Vision to scan the open yard inside the fort. Wardrop isn't too hard to find, as he shows up in yellow. Although there are plenty of soldiers around, you don't need complete stealth to get this done, so speed is going to be a superior ally.

Wait until Wardrop walks toward the back of the fort. Sprint along the upper parapets and then leap onto him for an aerial assassination that completes your goal and grabs the extra objective. The guards won't have more than a moment to react!



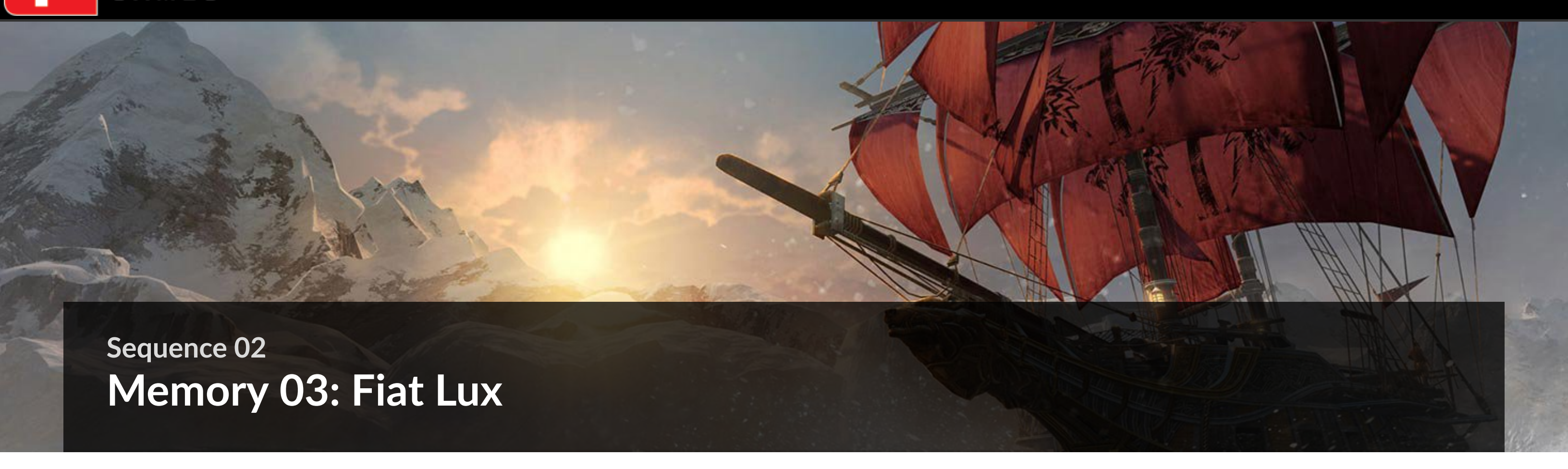
ESCAPE THE AREA AND HIDE

There are many foes around here, and you can't take on the whole lot of them (well, shouldn't is probably a better word). Either way, it's time to go. Run toward the waterline and avoid fighting unless you want the practice or the fun. You can drop your Wanted status simply by heading out of town. Do this until the guards lose interest and then return to the ship.

This ends the memory.

Your next one begins in Sleepy Hollow, a quiet town along the southern edge of the map. Travel there after looting the incredible piles of goodies that are strewn around Albany. Now that the guards aren't on alert, you won't have any problems picking things up.

There is some good fox hunting to be had, too, if you're looking for pelts. Look outside the town but close to the walls.



Sequence 02

Memory 03: Fiat Lux

(SEQUENCE 02, MEMORY 03)

Hope and Benjamin Franklin talk to you in Sleepy Hollow. Listen to them before doing much exploring around town, because your upcoming task will have you going around Sleepy Hollow anyway.

FIND THE SEIZED GOODS

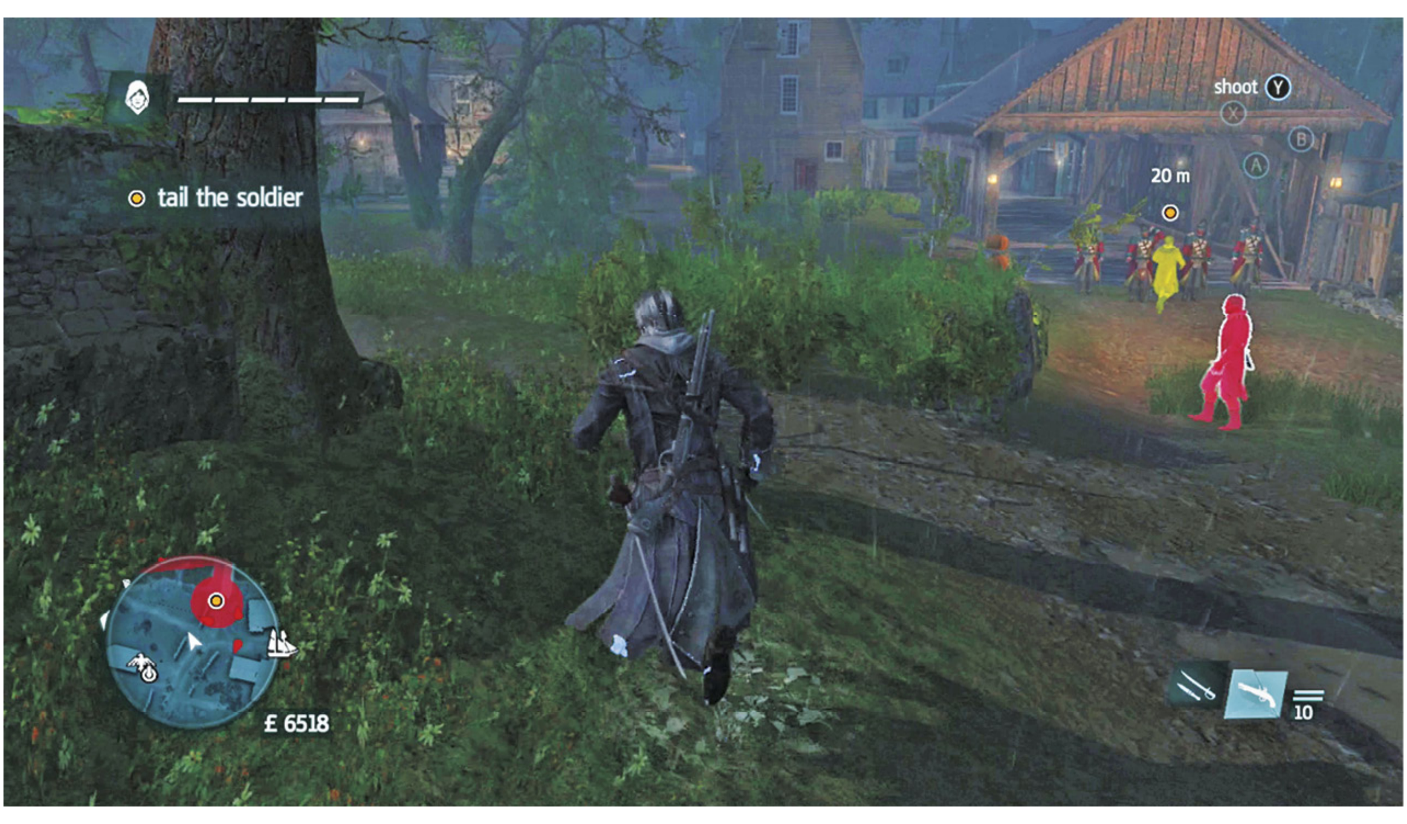
Optional: Do not get detected

Location: Sleepy Hollow

POINTS OF INTEREST	NUMBER OF ITEMS
Chests	4
Viewpoint	1
Animus Fragment	2
Shanty	1
Templar Map	1
Renovations	1
General Store	Yes
Harbormaster	Yes
Tavern	Yes
Gray Wolf	N/A

The goods that you're looking for are in the town marketplace. They're easy to reach, but this won't be simple in the long run. Go to the marked waypoint and use Eagle Vision to spy on the market. A soldier comes to pick up the container you need, and he'll take the item away from the public part of town. Follow him from a distance because the area close to the man becomes restricted. That's good practice anyway, as the second half of town is entirely restricted whether you get close to the courier or not. You need to hit the rooftops to stay out of sight. It's even dangerous to walk into that part of town.

Don't take the bridge. Instead, race down the side of the creek below and use the trees to cross the waterway. This gets you up to the rooftops. It's easier to follow your target up there, but watch out for the musketman who is watching the town from on high. He can spot you while you're dashing between rooftops. He's a good target for air rifle attacks if you want to disable him. The foes on the ground aren't as much trouble.



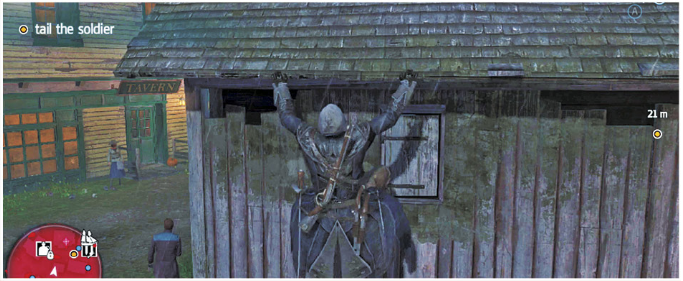
If you're spotted, tons of violence comes down on your head. Stay out of the main streets to avoid ranged attacks, and fight off the guards as they come.

Otherwise, you're able to slip cleanly through. Regardless, the goods are delivered to a remote building on the other side of a cornfield. That's where you have to go. Use the cornfields as cover, and go around the back of the tiny house in that area. This hides you from the various guards. Use the side window of the warehouse where the goods were stashed, and then loot the rods from the chest inside.

15 SECONDS TO SPARE

You're not allowed to get too far away from the courier. If you do, a 15-second timer pops up, and you desynch if you can't get back to the area in time. This is a fairly generous amount of time, so use it to your advantage.

To avoid large pockets of guards, swing wide of their locations or climb onto trees and rooftops to break everyone's line of sight. Even if you end up outside of the courier's range, you can sprint to get back once you're past the danger.



LOOT THE RODS AND RETURN THEM TO THE DIGNITARY

Optional: Do not swim

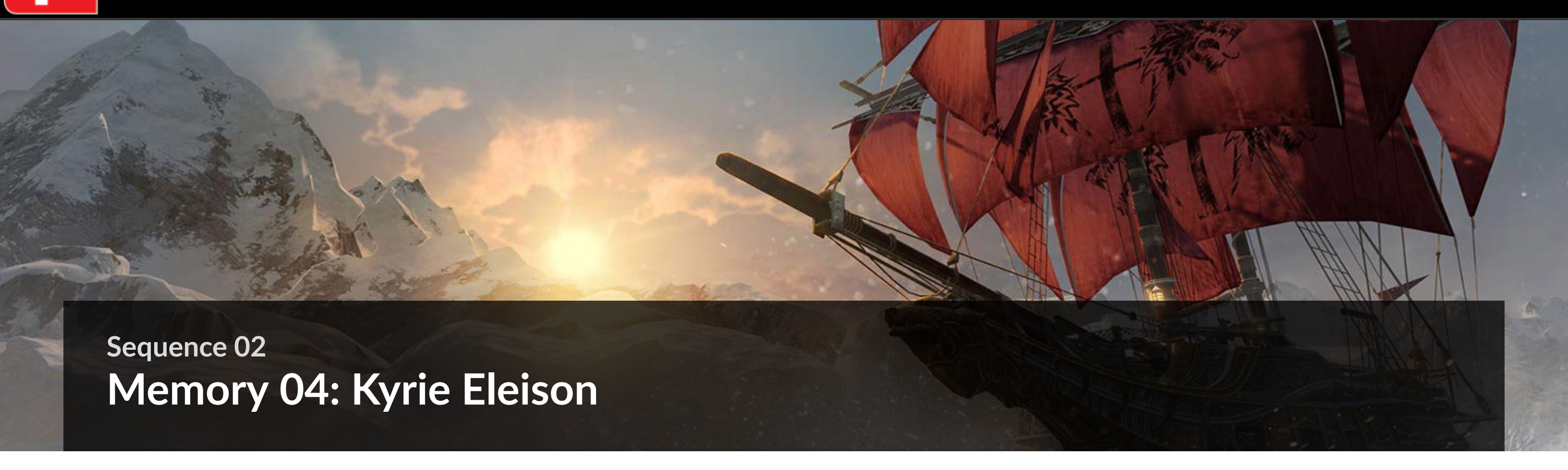
reach Benjamin Franklin
draw weapon
jump
reach

As you leave the area, use darts to take out the tower gunner. If you're seen, run at full speed out of the fields and back toward the dignitary's location. If you're still being stealthy, you can use darts to disable additional guards at range, and make a calm getaway instead of a frantic dash.

A nasty storm breaks out, and you shouldn't go swimming during a thunderstorm. To get back quickly, safely, and in style, use the hooks that are located on the edge of the creek. They'll let you cross the water without getting wet, and you fulfill the optional mission goal along the way.

Give the goods back to their owner and watch the results. You've now completed the third memory in this sequence.

Fast Travel back to Two Bends to continue. Hope is still there, and she'll explain the next step. Don't start this memory if you have several pending side activities that you're interested in completing. You're going to be involved in the next memory for a moderate time. Be especially sure to get anything on the water done before you go into the next memory.



Sequence 02

Memory 04: Kyrie Eleison

(SEQUENCE 02, MEMORY 04)

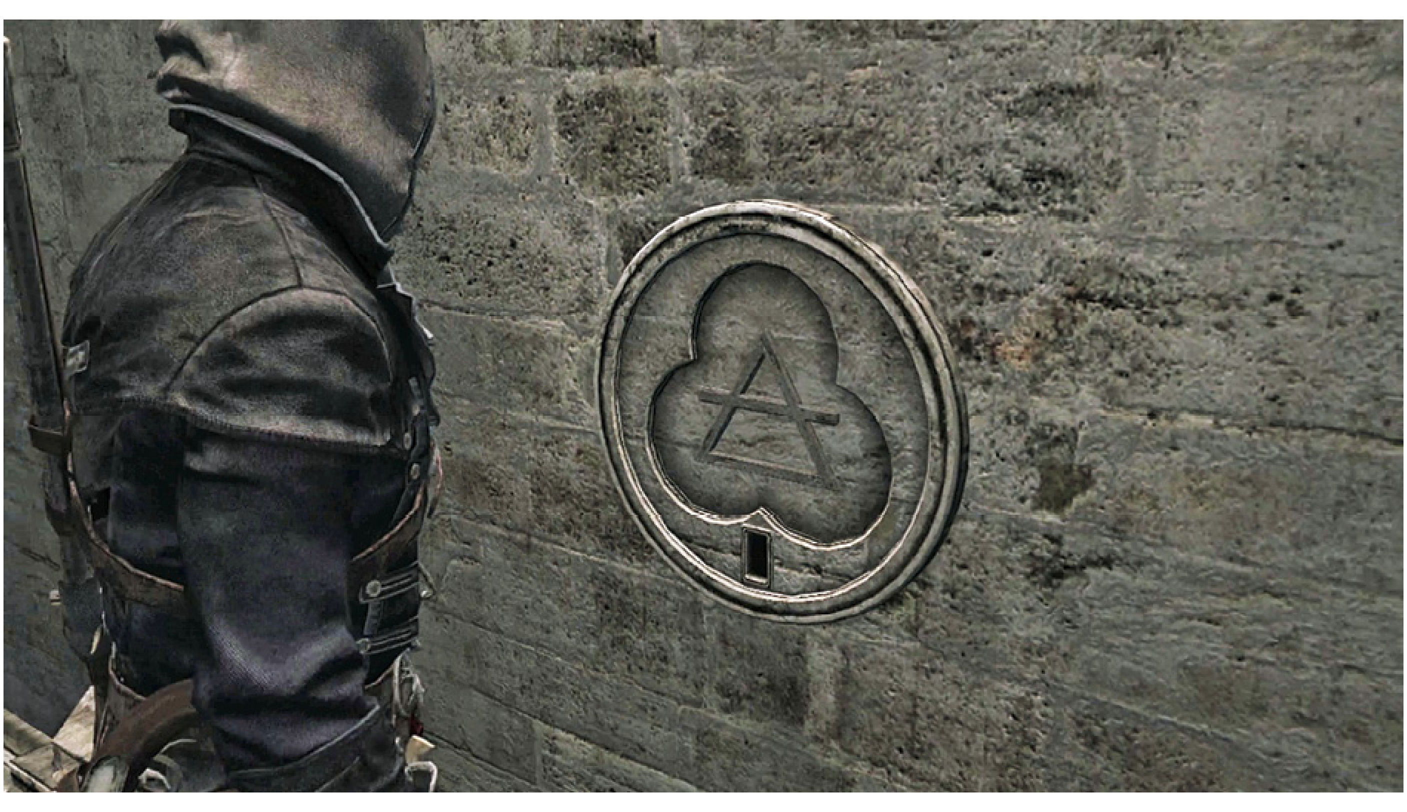
You head off to Lisbon to search for a temple that has been concealed for a very long time. A Piece of Eden is hidden inside, and that is what you need to acquire before returning home.

UNLOCK THE PRECURSOR TEMPLE

The cutscene shows you the events that occur while you travel to Lisbon, and you arrive there without mishap. There is a beautiful church (the temple is hidden within) that has been erected above the site of the older and better-concealed shrine that you're seeking. The way into the hidden temple isn't immediately clear, so you have to explore for a moment.

Go up to the large wooden door at the front of the building and use Eagle Vision. Look up. Do you see the symbol above the door? That likely means something. Climb up to that ledge to see if anything is there. Interact with a button that's built into the wall to unlock the first of several elemental symbols. You need to trigger three more of them to reveal the hidden entrance.

There are similar symbols along the cardinal points in the room (and all are up high, of course). Free Run over the chandeliers and small ledges to reach all four of the buttons. Don't jump on your own; trust the Free Run system and direct Shay toward the safest gaps you see. The next two that you get are on each side of the chamber. There aren't any guards up here, so motion and sound aren't a big deal as long as you don't fall.

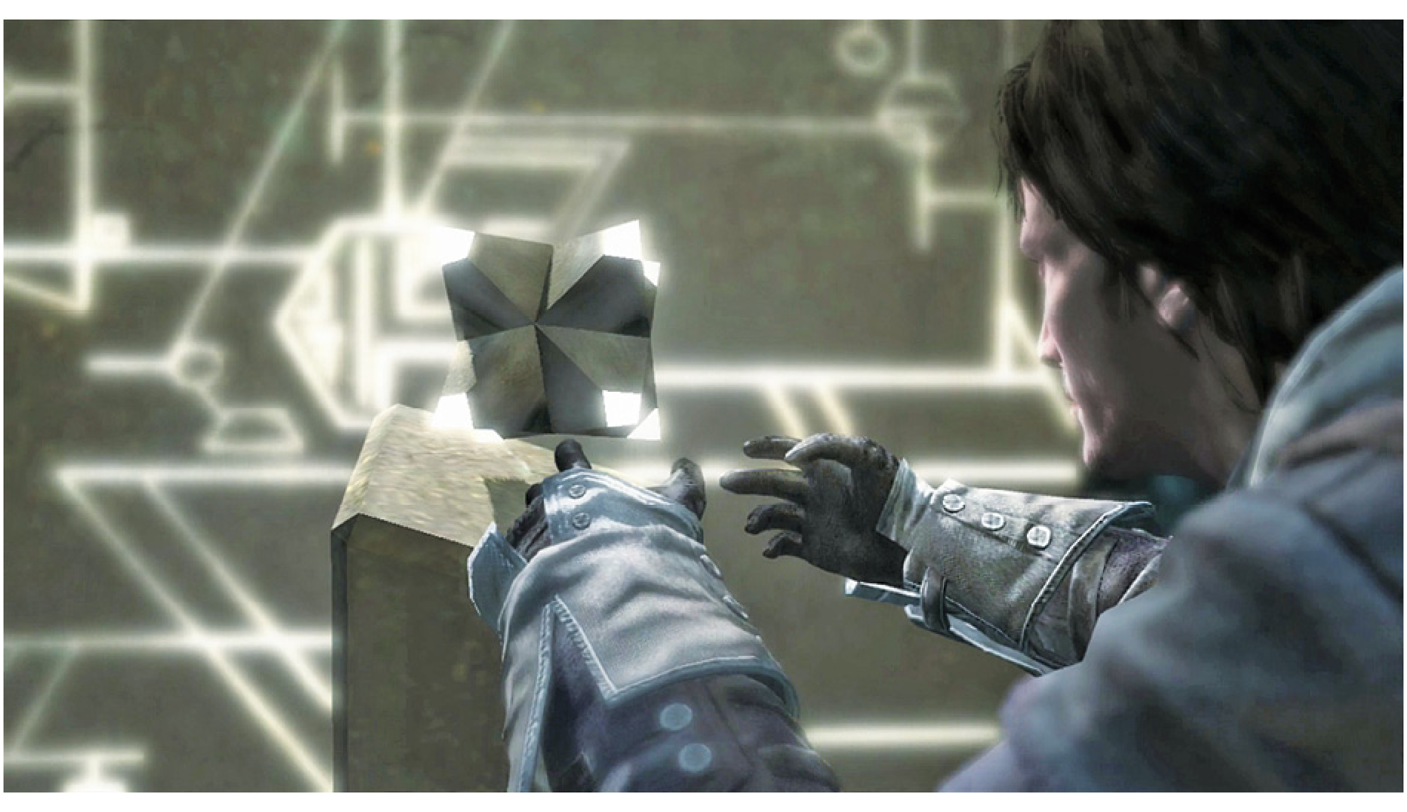


The fourth point (the one across from where you begin) is the hardest to find. It's even higher up than the others. Jump onto the golden rails that surround that portion of the room and climb to the top. Use the button that's hidden there, and then return to the floor. Slowly and safely would be preferable to leaping right down. If you grab the pillars that dominate the room, it's easy to cling, drop, and catch yourself to avoid taking any damage.

Go to the center of the room and look for the new entrance that has been revealed. Use the marked spot to descend into a secret area.

RETRIEVE THE ARTIFACT

The path is now clear. Follow it forward and cross the mysterious bridge that rises in front of you. Take the artifact from its receptacle and watch the next scene.



ENDING THE MEMORY

The scene that plays after you take the artifact is extremely dramatic. It isn't a section that you can prepare for, and you won't need specific equipment or strategies to defeat it. Shay might need some new pants afterward, but that's beside the point. No spoilers.

Here are a few general tips to help out, but everything else is straightforward:

1. Hold down the Free Run button for the next few minutes. You won't need any stealth here, and speed is your savior.

2. Don't jump anywhere until you're certain what's going on. There are a few subtle changes of perspective, and Shay has to go between different elevations. A casual jump can easily desynch you.

3. Follow the waypoints. When in doubt, simply go straight forward even when it looks like there isn't a way out. The fates provide.

History of the Event

There was an earthquake in Lisbon in 1755, on All Saints' Day. It was one of the most powerful earthquakes recorded in history, and the death toll was likely in the tens of thousands. If you're interested in learning more, go ahead and look up the Great Lisbon Earthquake.

HISTORY OF THE EVENT

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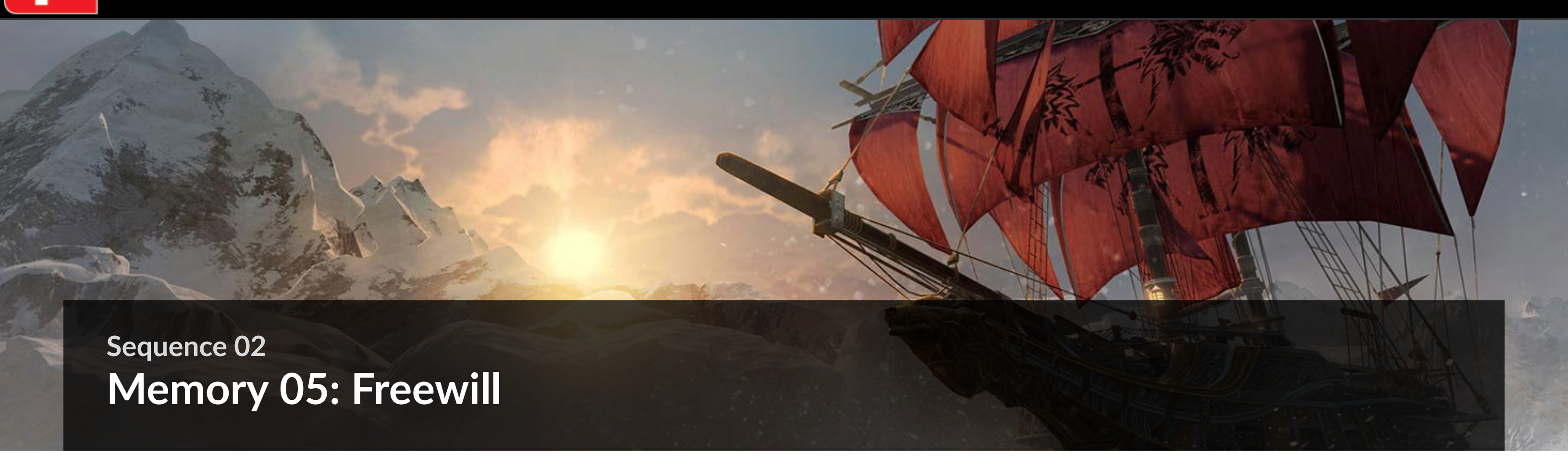


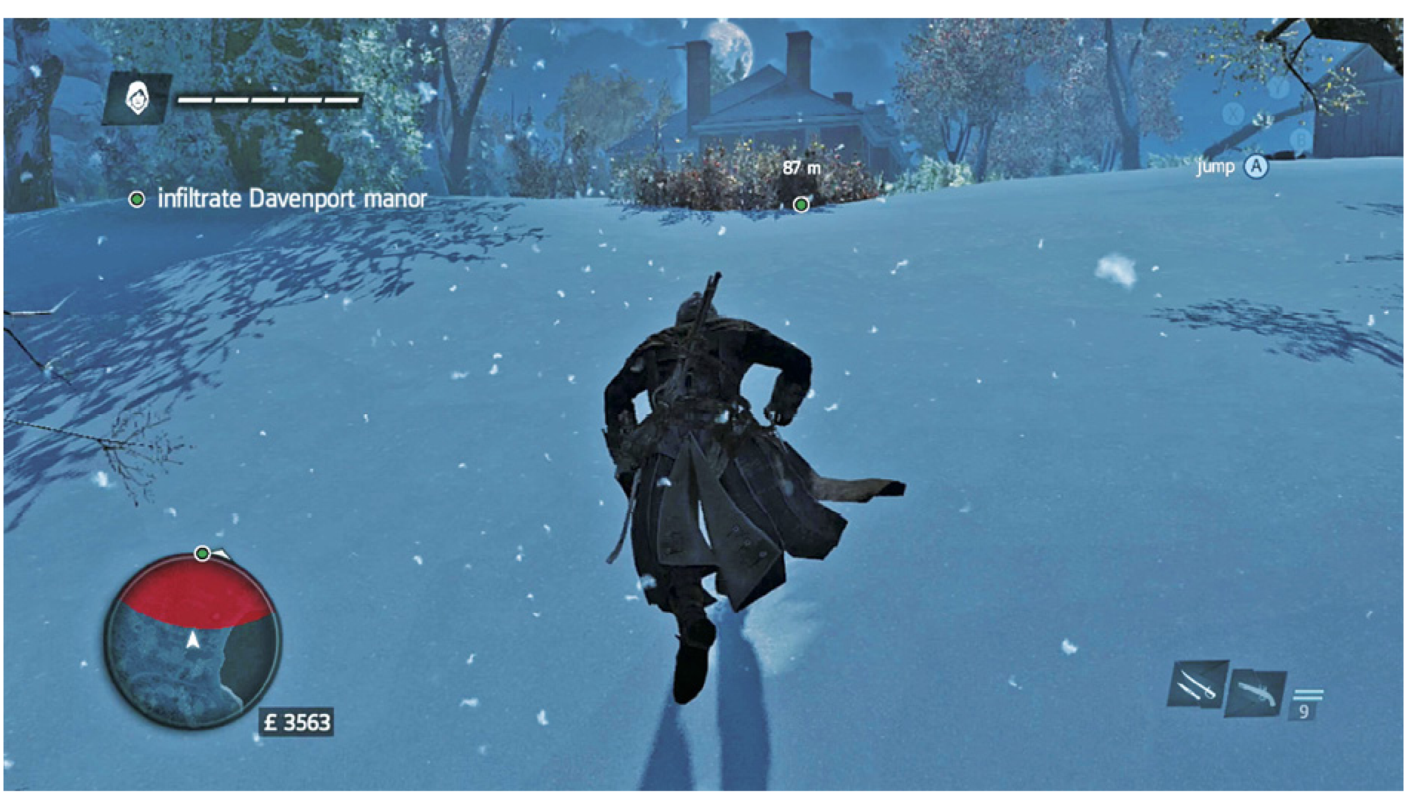
Sequence 02

Memory 05: Freewill

(SEQUENCE 02, MEMORY 05)

Back at the Homestead, Shay has work to do. You still can't explore or do side activities, so proceed on your only possible course of action. There are secrets to reveal.

INFILTRATE DAVENPORT MANOR



Stay quiet and use cover to approach the manor. There are other guards around the area, and they're very alert. Wait in a bush anytime you see movement, and don't leave your hidden area until the coast is clear.

Move from cover to cover in this way, and climb up the side of the house. Cross the roof and drop onto a balcony on the far side of the manor. Go inside there, and use Eagle Vision to look for the information you need. You won't have to worry about patrollers inside the building.

There is a desk on the second floor (only a room and a hall away from where you just entered) that has the info. Walk over to it and interact with the desk. This triggers a cutscene.

ESCAPE THE HOMESTEAD

Optional: Do not take any damage

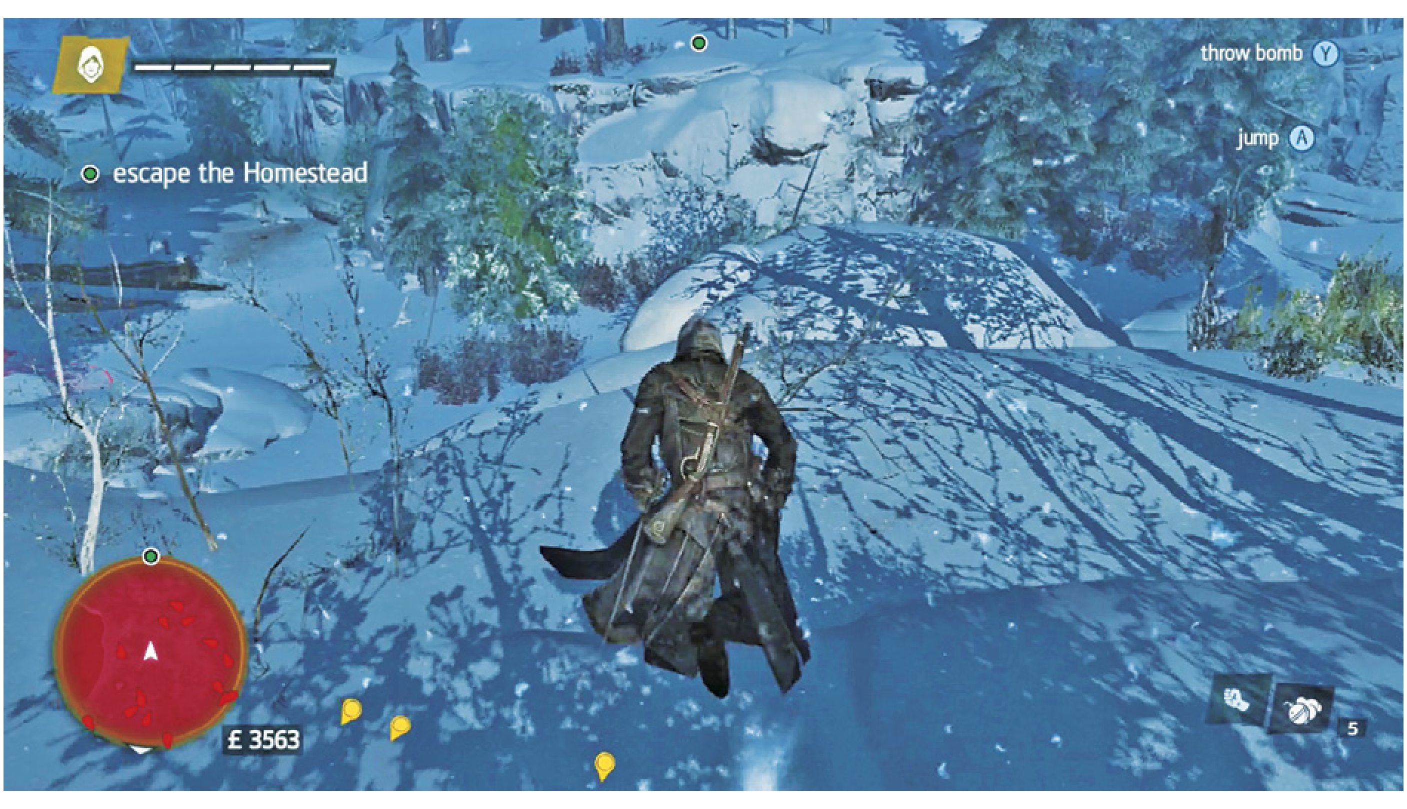
Optional: Do not kill anyone

Things are a bit more dangerous on your way out. It's quite tough to get through the next scene without taking damage or killing anyone, but it's doable if you're really careful and follow the correct path.

Run straight forward when the cutscene ends. Avoid the colored circles on the ground—they're mortar fire that can do heavy damage to Shay; otherwise, keep to a very fast and direct path. Sprint the entire way, because hiding isn't that helpful at the moment. Being seen won't hurt your optional goals.

Your way is blocked when you get lower on the hill. Turn right and keep sprinting. Don't stop to cross swords with anyone; that's a good way to lose both of your optional goals. While you're running, switch from your blades to an unarmed stance. If you have to fight at any time, at least you can knock people out instead of killing them. It's better to stay out of combat, but it's also good to have options.

Stay quick, and run along the cliff until you find the small road that leads into the valley. Go there now.

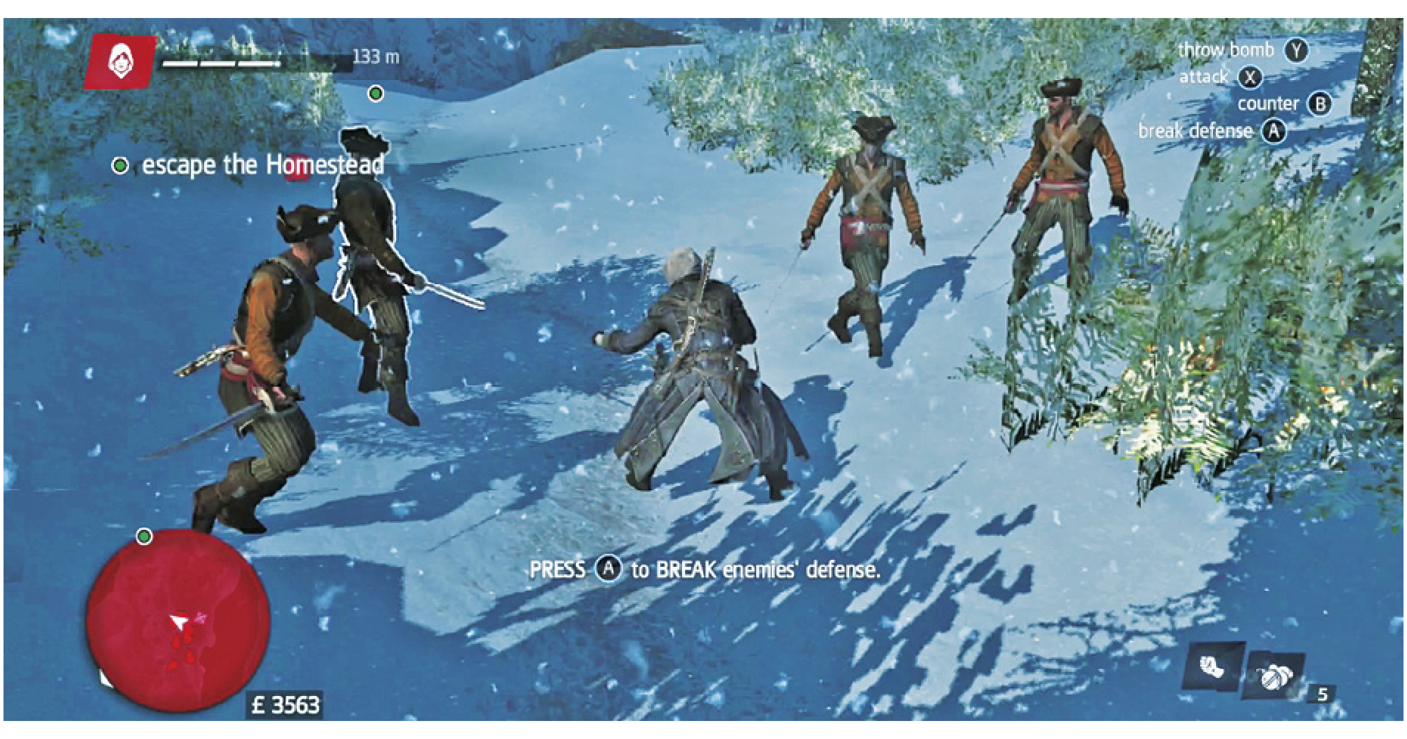


The good news is there's a checkpoint here. If you've kept both of the optional goals so far, they'll stay in perfect condition while you work on the next step. It's tougher than the first one, but you're able to reload at will to make sure that you get everything right.

The way back to the water isn't far, but there are even more guards here. While the men on the ground harry you, a gunner in a blind above takes aim. He'll ruin your day if you don't stop him.

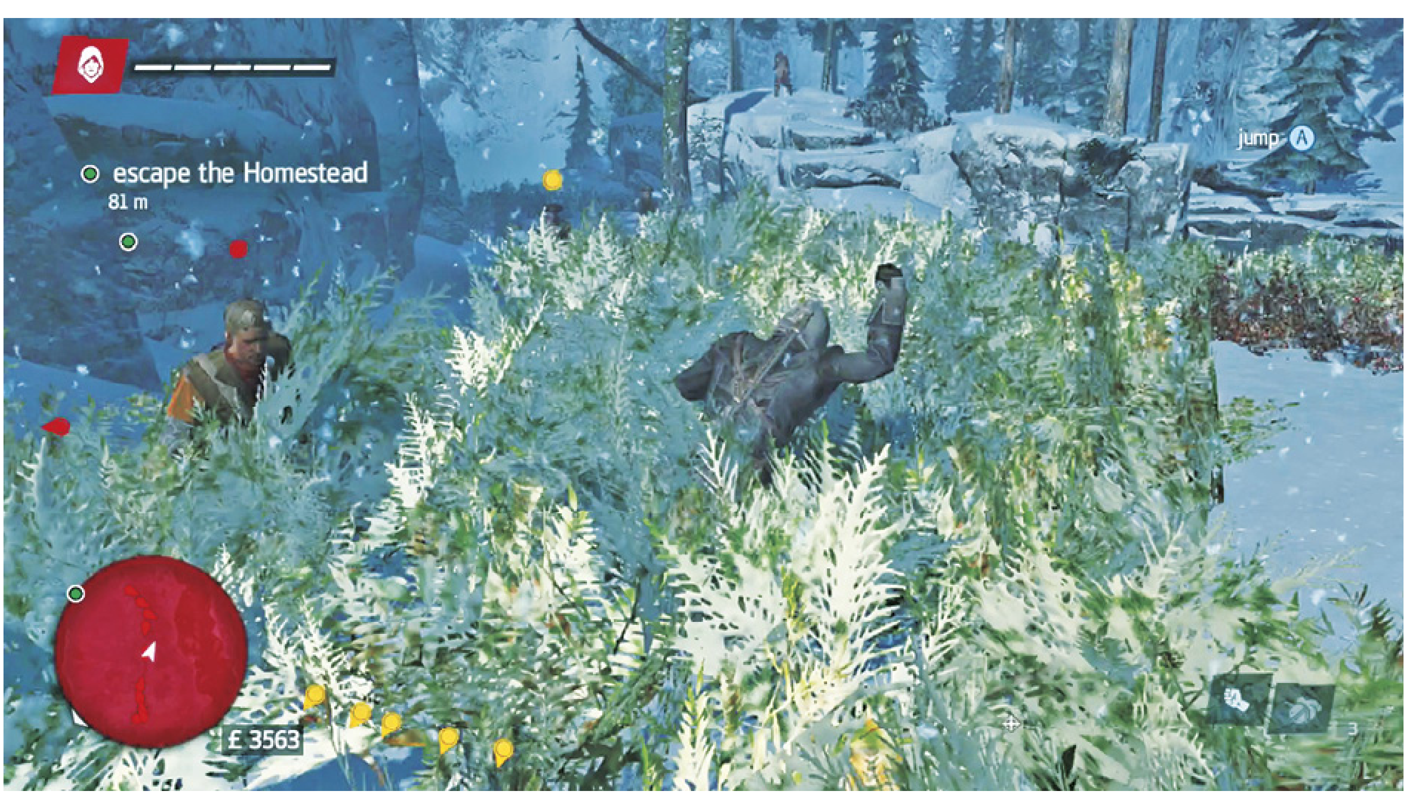
UPSIDES, DOWNSIDES

If you take any damage or kill anyone, reload from the last checkpoint and practice. You shouldn't replay the entire memory later just to get this short piece right, so it's better to do it all now.



Before you break cover, prepare your Smoke Bombs. They're the best tool for the job when you want to get away from foes without harming them. Stay in the brush while advancing and avoid being detected for as long as you can. The farther you get, the easier it is to avoid the couple of ranged attackers that are watching.

If and when you are seen, abandon silence and shift into maximum speed. Hit the Smoke Bombs whenever a ranged attacker prepares to fire or when melee attackers start to close around you (though that's often easy to avoid if you're running quickly and don't stop).



Hurry toward the waypoint and finish the memory. You get full credit for avoiding damage or kills, so give yourself a pat on the back!

Sequence 02

Fragmented Memory 01: Incomplete Memories

(FRAGMENTED MEMORY 01)

There is a hole in your mind, or in your Animus memories at least. The timeline jumps 20 years, and you're suddenly in a very different location. Try to figure out what's going on there.

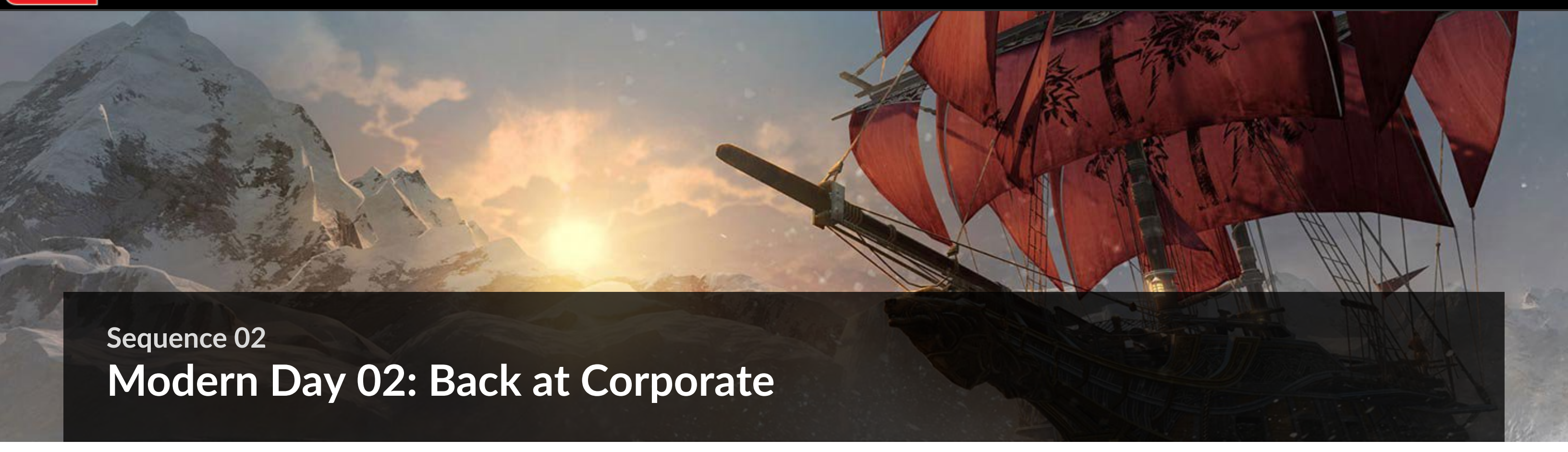
LOCATE THE CRIMINALS

Follow the rooftops toward the waypoint in town, but drop to ground level when you get close to your goal. The people you're looking for are in an alley on the edge of the target circle (not in the center like you might expect).

Close in on the alley and watch as the criminals come after you. Fight off their bravest members, and then go after the clever one that tries to escape. He has Smoke Bombs and pistols, and he'll use both against you. Try to dodge around the Smoke Bombs, but it's okay if you run into them. The runner gets a bit ahead, but your quarry eventually slows down when he hits a central plaza. That's when it's time to bring him down.

Get too far away from your target and a 25-second timer begins. Hurry to catch up, or else you desynch and have to start the section again.

Finishing this gets you the "The End of Youth" achievement/trophy.



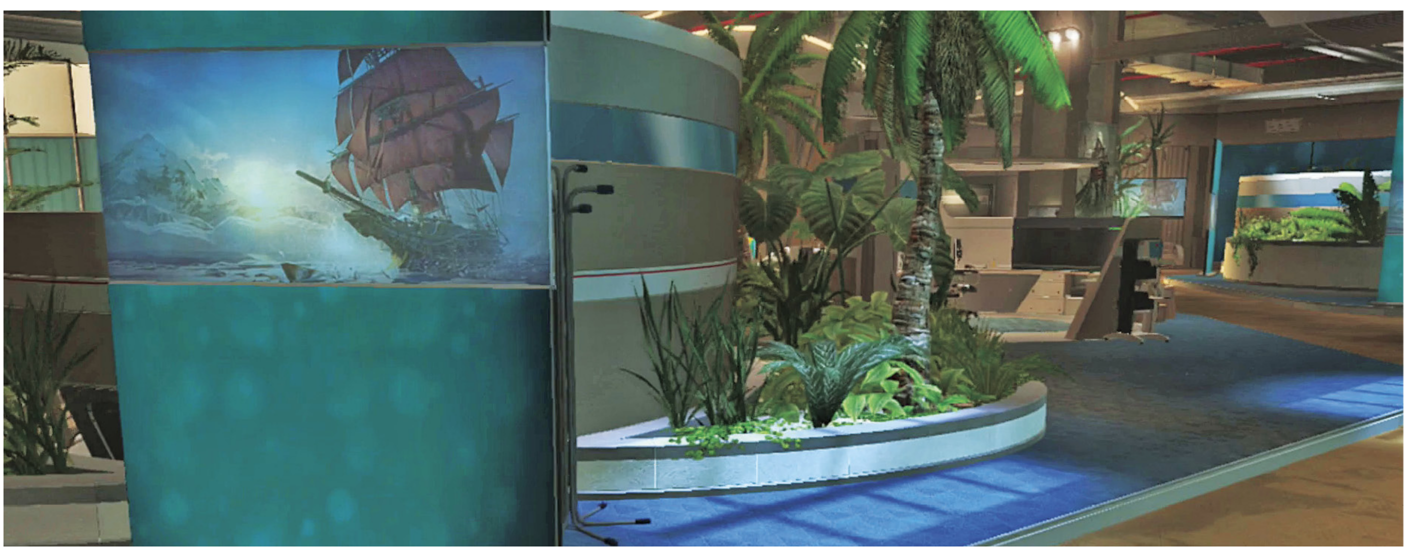
Sequence 02

Modern Day 02: Back at Corporate

(MODERN DAY 02)

You wake up at Abstergo and should explore the office a bit more.

MEET OTSO BERG AT HIS OFFICE AND THEN FOLLOW ORDERS



Follow the waypoint tracker toward Berg's office. It's on the second floor, on the southern end of the cubicle farm. Go into the office and listen to Berg. He'll give you a "Go team" speech, and then you're free to go.

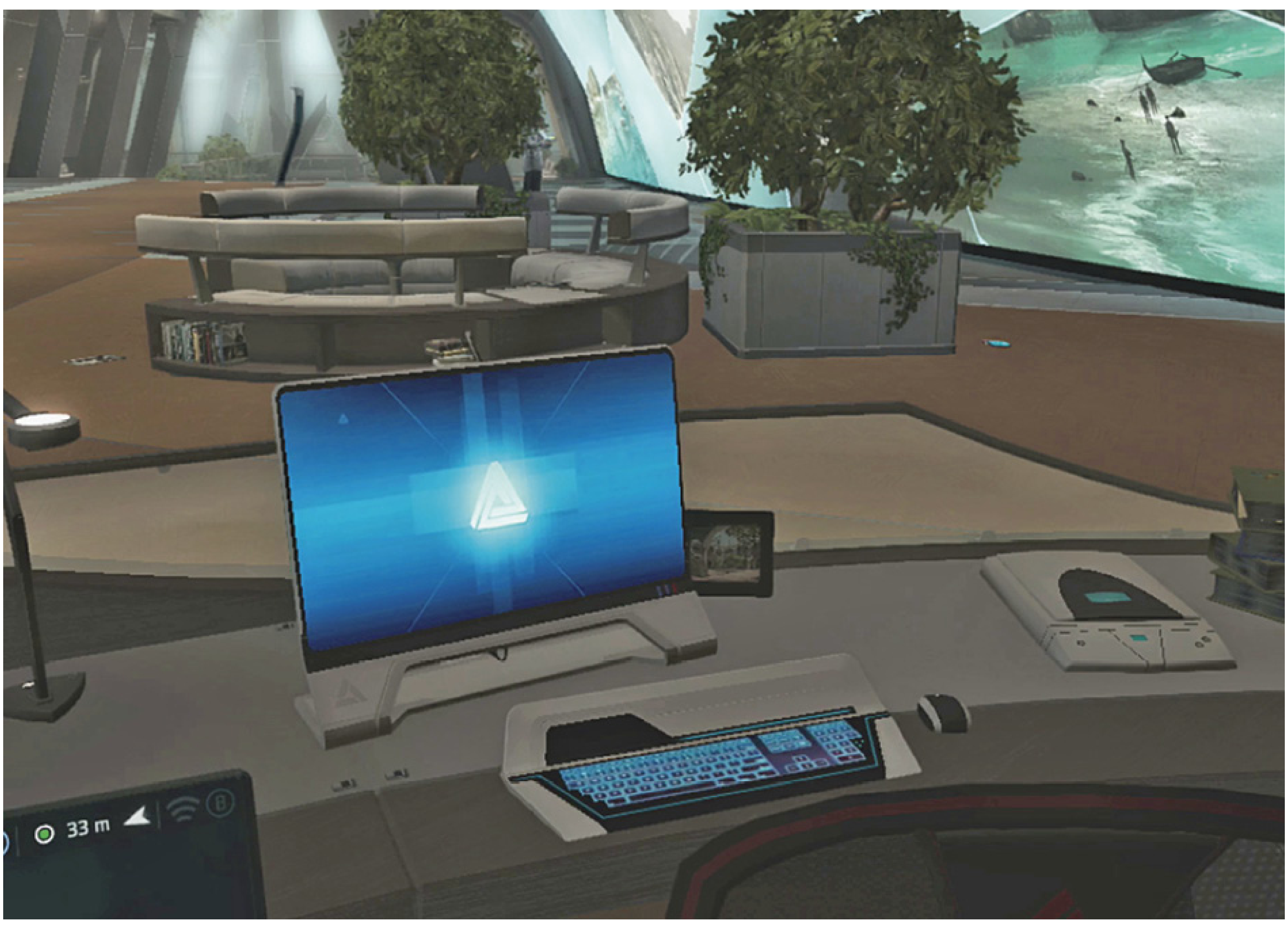
Meet Violet at the elevator, and use the lift to get down to the lobby.

Points Of Interest In The Lobby

- Tablet **Document 10** is on the floor of the lobby; you can't miss it.
- Tablet **Document 07** is close by, too, on the left side of the open section.
- Tablet **Document 18** is farther into the lobby, on the floor next to some stairs.
- Two computers and the server, which are on the right side of the lobby.

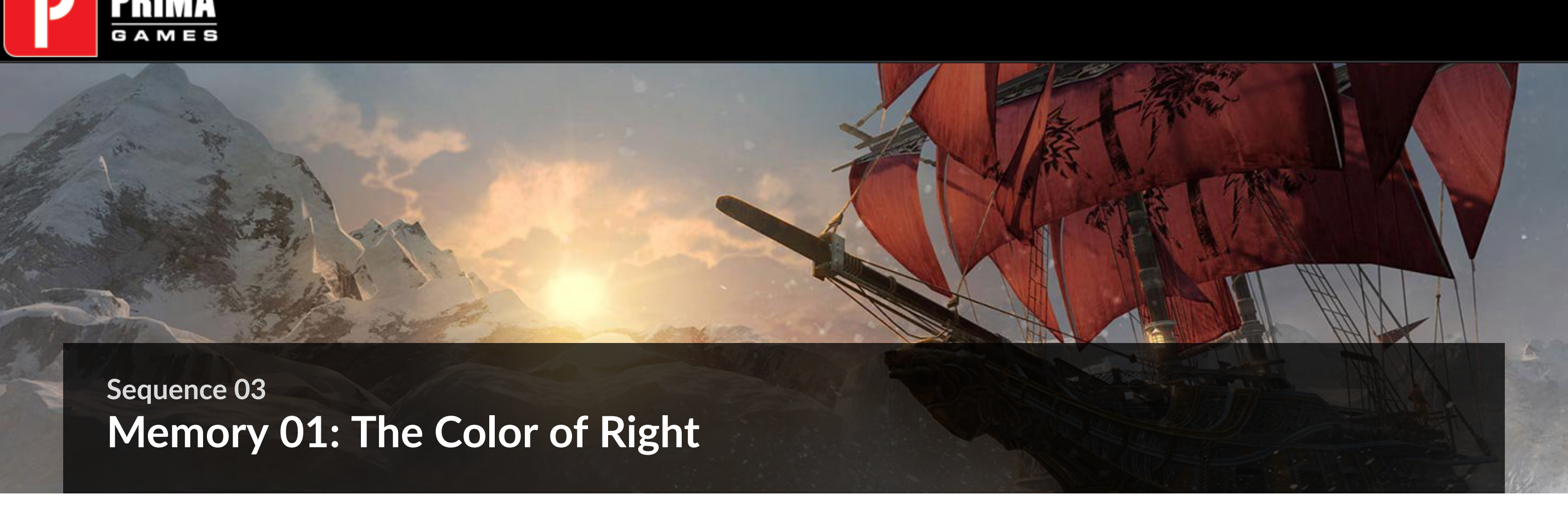
Go to the marked server location and fix that computer. This sphere has four sections, but it's so easy to repair that you won't be busy for even a minute. Rotate the circles to light up the top section first, and then go down from there with each subsequent circle.

If you want to fix more computers, search the lobby. There are a couple more systems in there. They're a bit more complicated than the server you just sorted out.



If you search all available areas of the first and second floor, you end up with seven Tablet Documents and eight fixed computers.

Return to your main workstation and use the wireless command to finish this area and go back into the Animus. This unlocks the "He's Not Dead, Is He?" achievement/trophy.



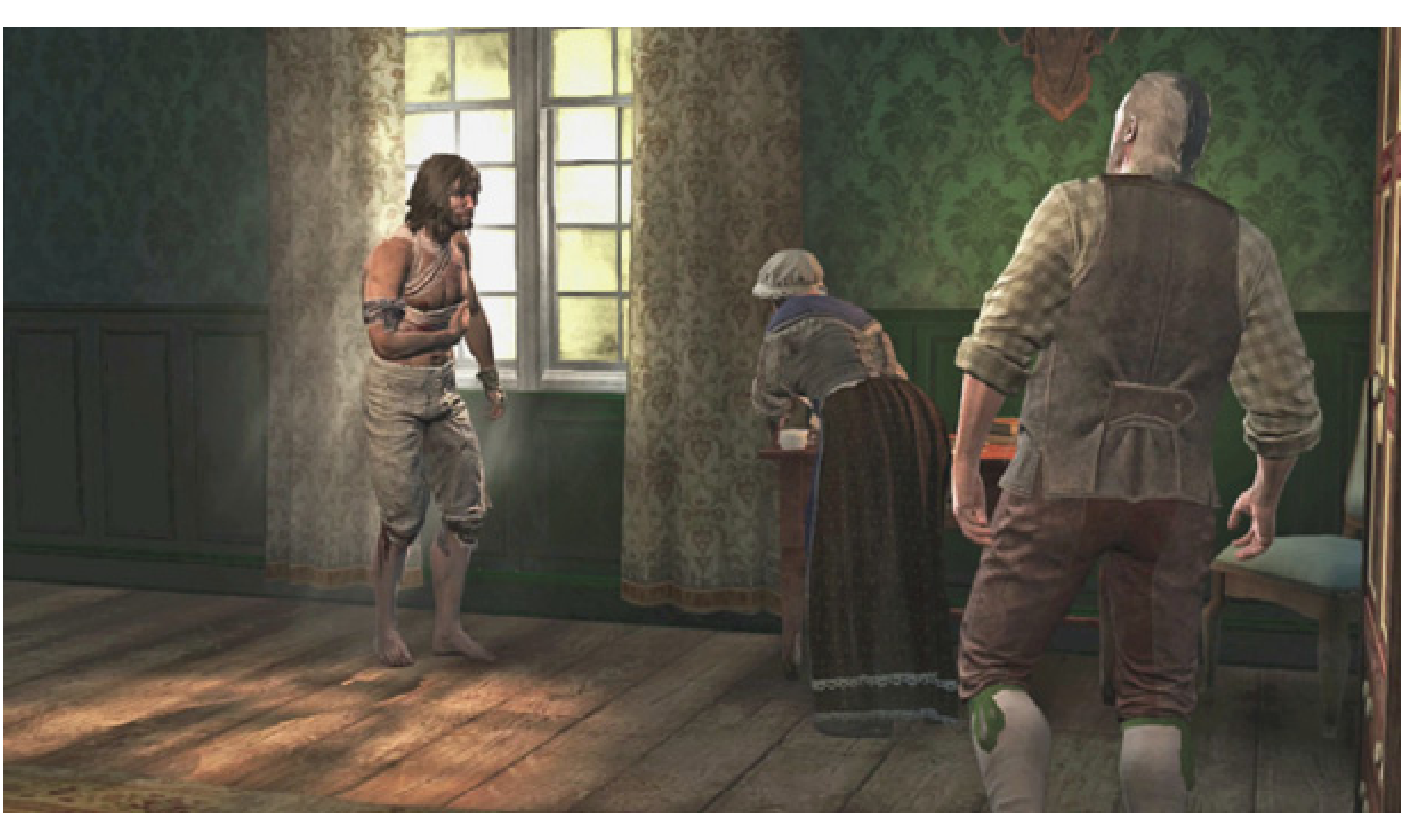
Sequence 03

Memory 01: The Color of Right

(SEQUENCE 03. MEMORY 01)

The Animus returns you to Shay's journey, sometime after his departure from the Homestead. He's with a family that has been taking care of him, and it looks like he's quite the worse for wear. But he is alive.

INVESTIGATE THE NOISE



Location: Greenwich

POINTS OF INTEREST	NUMBER OF ITEMS
Chests	9
Viewpoint	2
Animus Fragment	6
Shanty	2
Prosperity	2
Letter	1
Templar Map	1
Assassin Interceptions	1
Gang Headquarters	1
Renovations	2
General Store	Yes
Harbormaster	Yes
Tavern	Yes
Animal 1	N/A
Animal 2	N/A

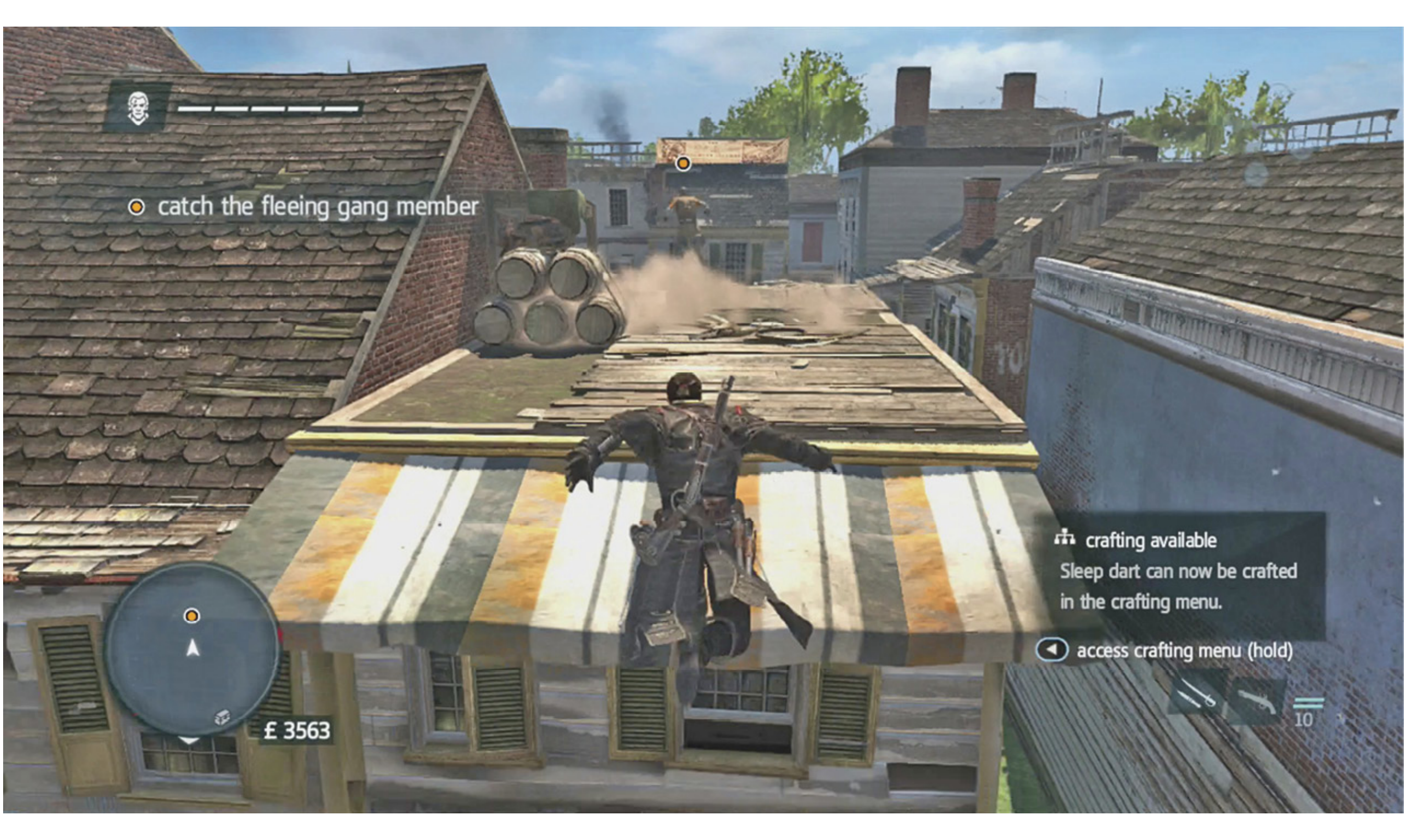
Wake up and look around your new settings. Get your bearings while moving through the house, and look for a way down to the first floor. There's the sound of activity, and you might be needed.

You stumble into a couple of jerks who are making trouble. Even in your current condition they aren't much of a roadblock. Beat them down with prejudice.

Shay gets a new outfit from his benefactors afterward. Talk to them for a moment and then step outside. You're not in River Valley anymore. You've stepped out onto the streets of New York City.

CATCH THE FLEEING GANG MEMBER

Optional: Do not get stunned by smoke


catch the fleeing gang member
crafting available
Sleep dart can now be crafted in the crafting menu.
access crafting menu (hold)
£ 3563
10

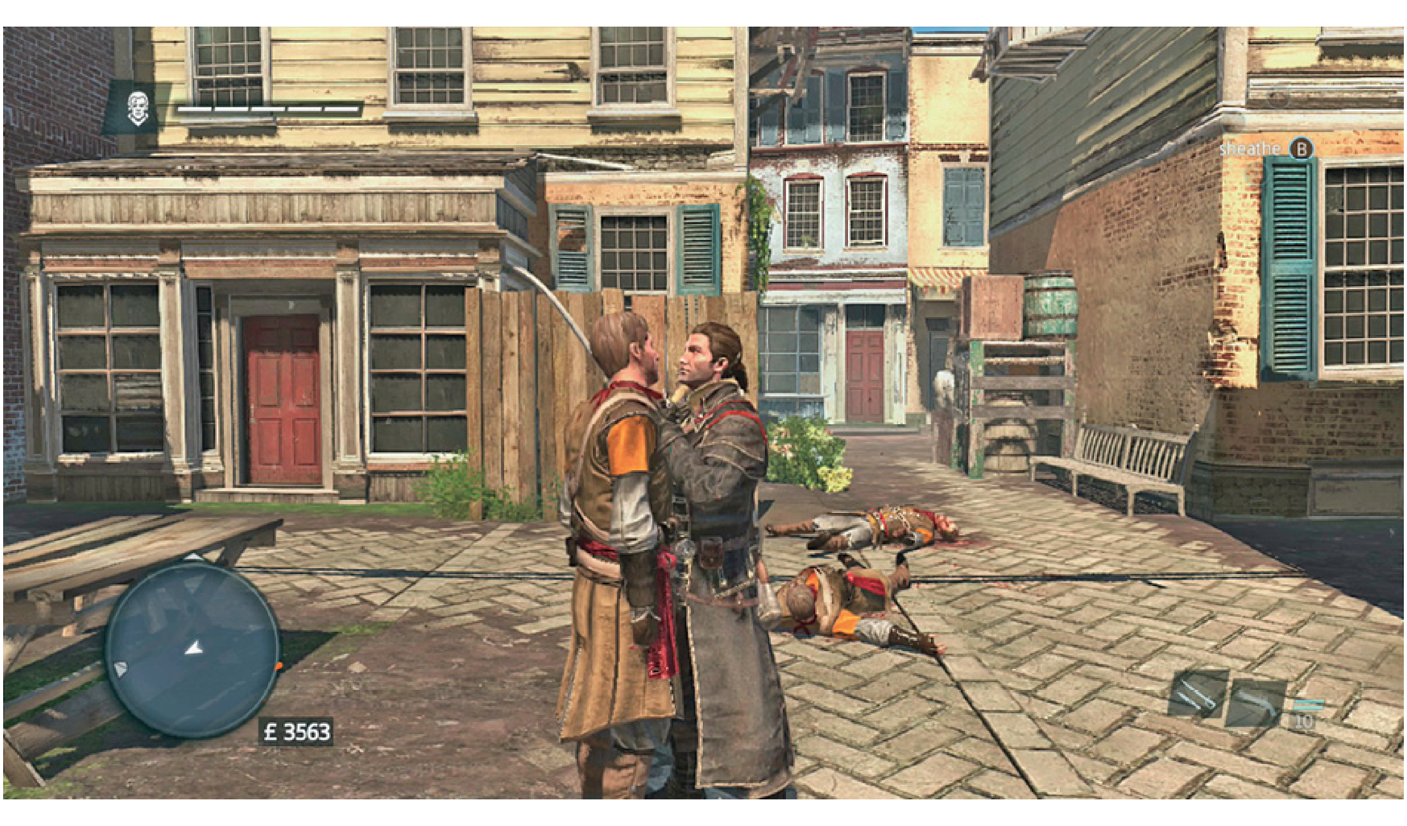
A lookout for the creeps you fought is waiting outside of the house. He'll leg it as soon as he sees you, so follow with due speed. Climb to the rooftops and keep up with him, despite the occasional Smoke Bomb that's thrown your way. Run far to the side to keep Shay from breathing smoke and having problems keeping up.

A GOOD TACKLE GOES A LONG WAY

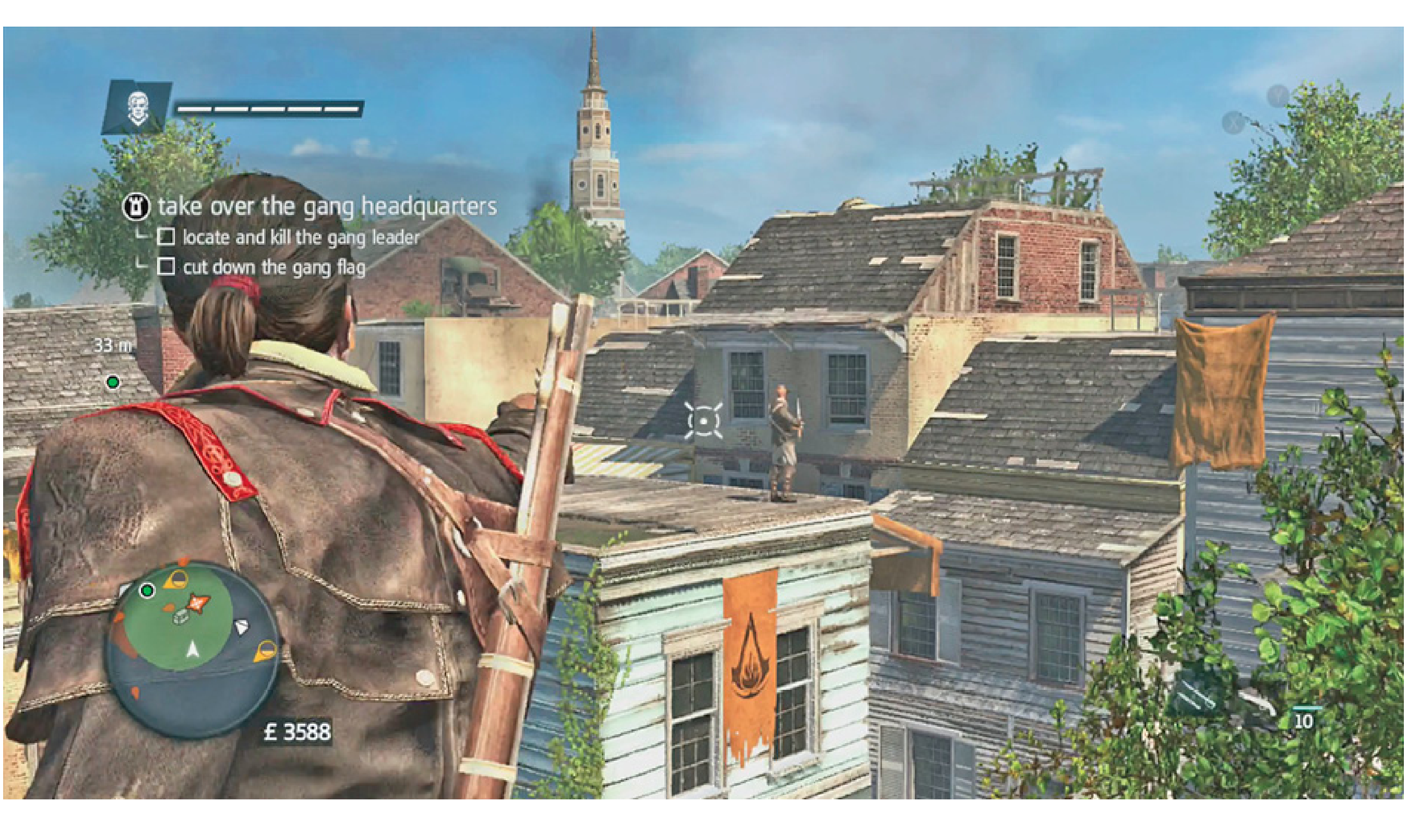
The Counter button contextually becomes a Tackle button when you're chasing individuals down. If you get close enough to tackle a fleeing enemy, stop them with this maneuver.

Run through town, trying to catch this fast criminal before he escapes. You get credit if you reach him in time, but there are other ways to get things done. Even if you don't catch up quickly, the thug stops when he meets a couple of his friends. Defeat their group to find out about the gang and its nearby headquarters.

Whichever way you succeed, you soon have a new goal to work on.



TAKE OVER THE GANG HEADQUARTERS


take over the gang headquarters
☐ locate and kill the gang leader
☐ cut down the gang flag
33 m
£ 3588
10

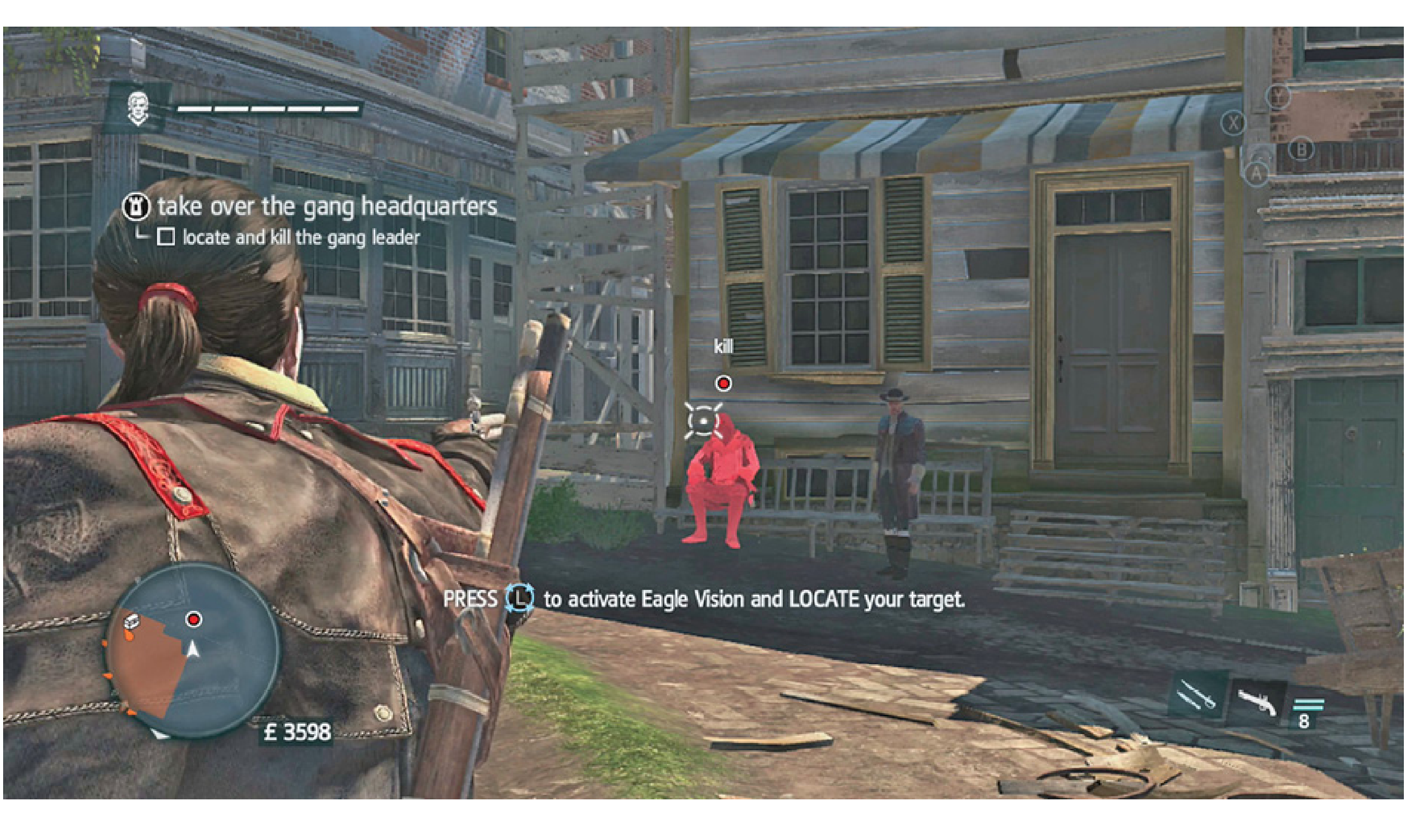
Optional: Do not get shot

The gang's headquarters is nearby; that's why the creeps were running this way. They have two gunners on the rooftops and a variety of tougher men on the ground. Their leader is a clever fellow who can come after you aggressively if you don't watch out for him.

Before approaching, use ranged attacks to take out the two gunners. Without them on the rooftops it's easier to achieve the optional objective.

Then, use Eagle Vision while up higher to look for the leader. The sound of whispers indicates when he's close to you, and the tracker that appears during Eagle Vision lets you figure out who he is. If you don't see him coming, he'll race in for a brutal back attack; try to avoid that. Instead, blow his head off when you locate him to show that you don't care for fair fights. That should impress the gang members. A nice aerial assassination would fit the bill too. If you engage leaders like this in direct combat, they're rather dangerous. They block well, run away, and use more Smoke Bombs and pistol attacks to deter your pursuit. Ambushes are far superior against them.

After killing the leader, climb up the center of the compound and cut away the flag. Now you're letting people know who is in charge. This is going to be your town!

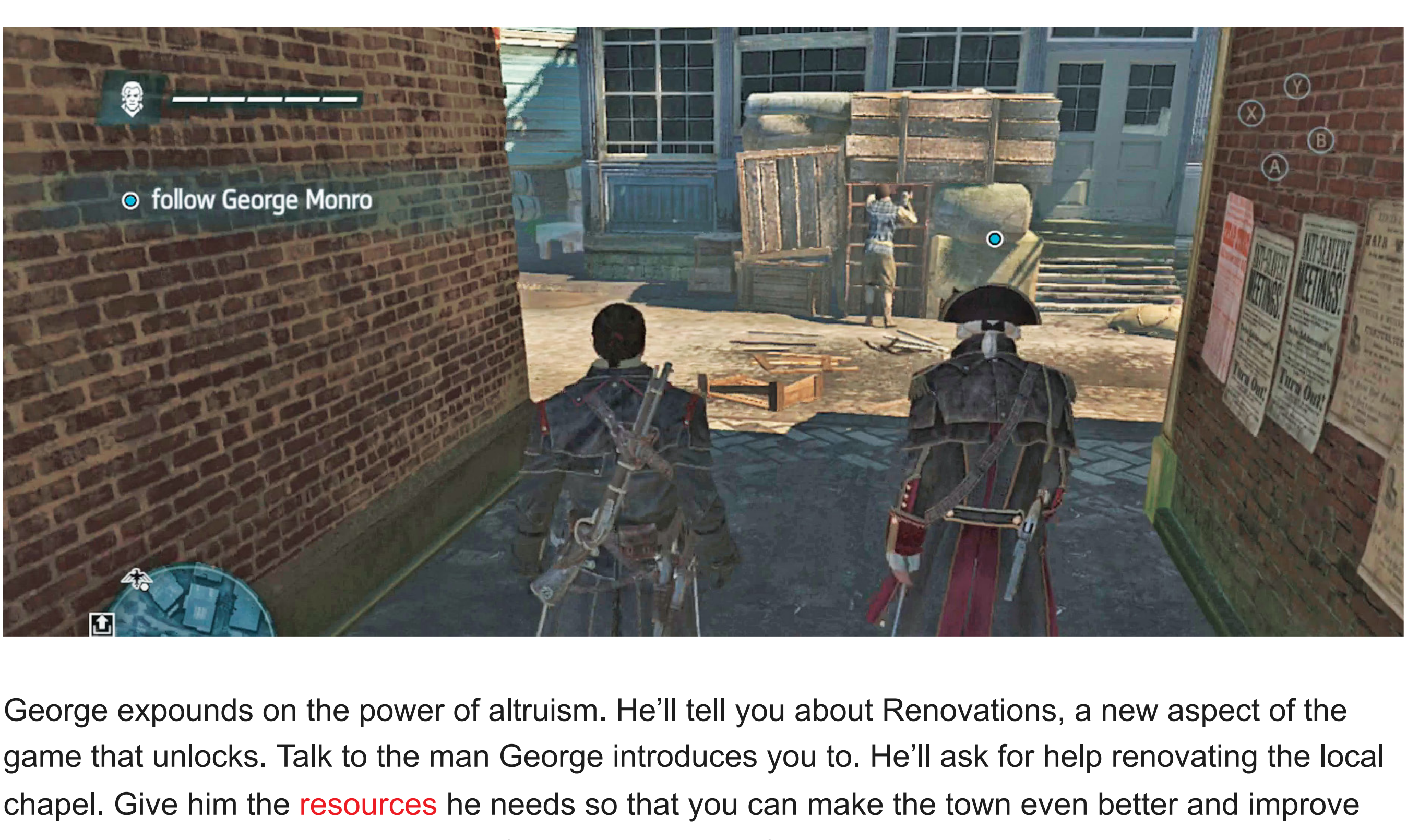

take over the gang headquarters
☐ locate and kill the gang leader
kill
PRESS L to activate Eagle Vision and LOCATE your target.
£ 3598
8

MAKING MONEY JUST BY BEING ALIVE

Clearing Gang Headquarters, Forts, and Renovations earns you money over time. This cash accumulates at your bank, which you can access either at the headquarters or in the captain's quarters of your ship. Empty the bank periodically so that it can keep you funded without filling all the way up and wasting cash.

George Monro arrives as the battle ends. He'll escort you through town and talk more about the situation as things stand.

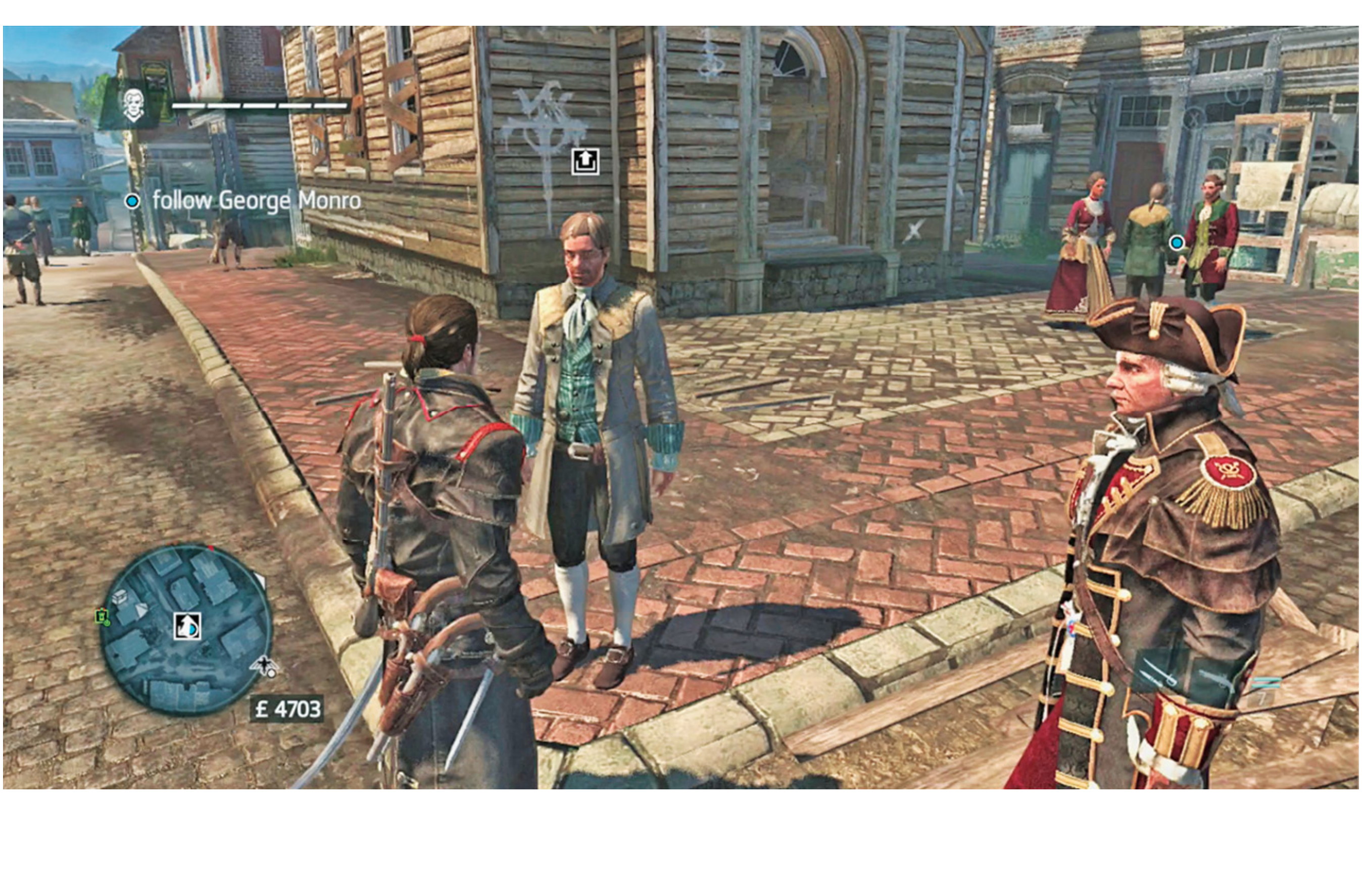
FOLLOW GEORGE MONRO

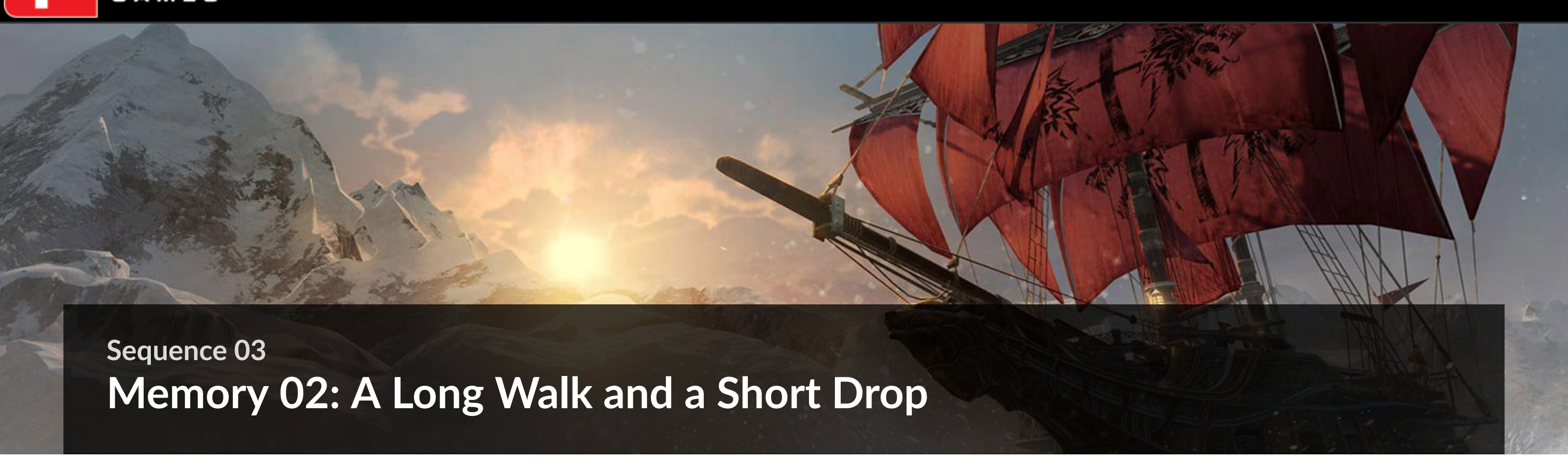


George expounds on the power of altruism. He'll tell you about Renovations, a new aspect of the game that unlocks. Talk to the man George introduces you to. He'll ask for help renovating the local chapel. Give him the resources he needs so that you can make the town even better and improve your income. It's a pretty good deal for everyone! This finishes the memory.

Before you run anywhere, take a few minutes to get to know Greenwich. There are multiple new activities at this location, and the district is impressive. Hunt for collectibles, and look out for gang stalkers. They'll try to hunt you down and do a bit of their own assassination work. If you see one coming after you, use Counter + Attack to kill them without suffering almost lethal damage.

Have some fun here in New York, and then return to the home where you woke.





Sequence 03

Memory 02: A Long Walk and a Short Drop

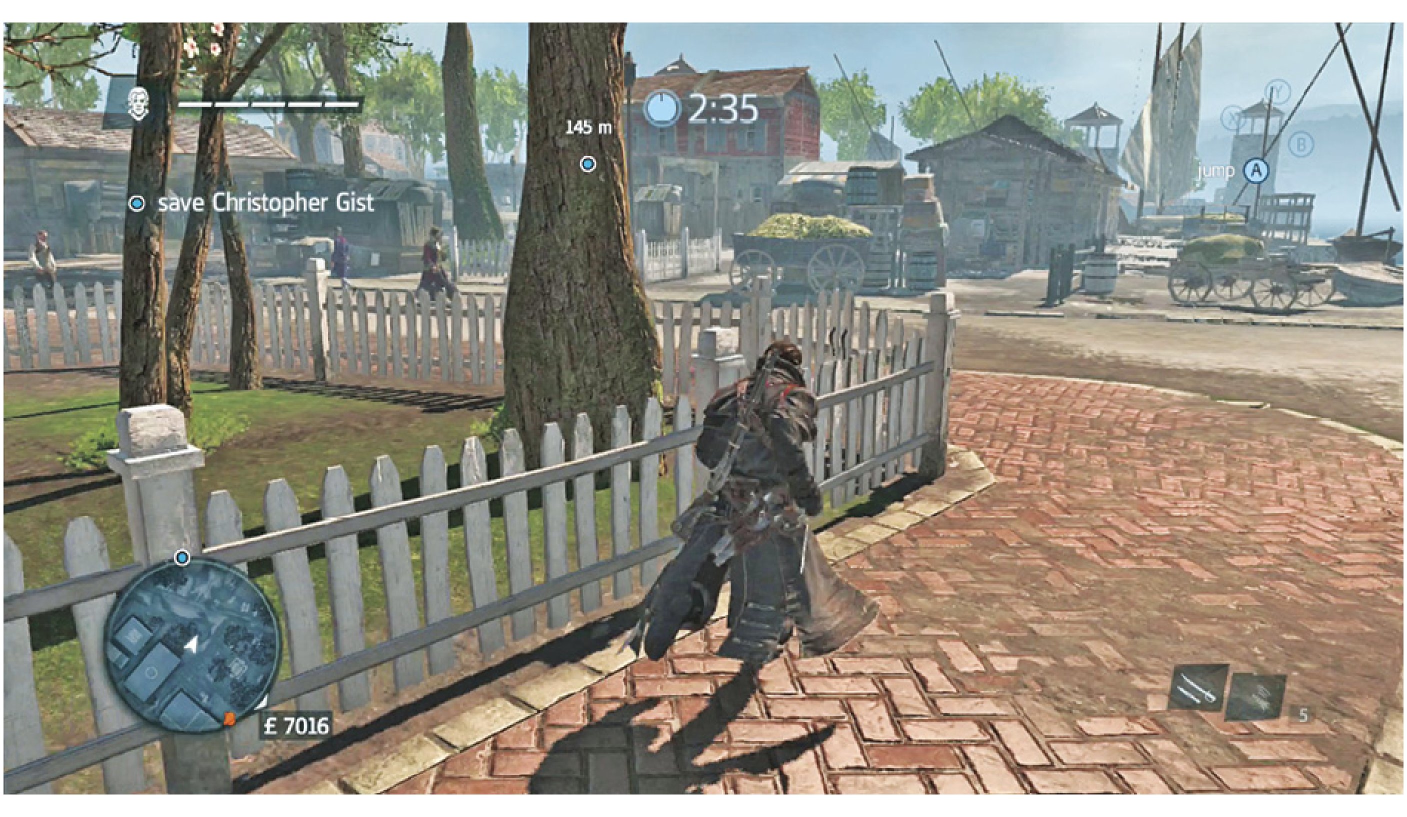
(SEQUENCE 03, MEMORY 02)

George Monro is back at the house. He asks for your help with a somewhat complicated matter. There is an associate of his who has run into problems of a sort. Shay is the perfect person to help out with this, because he's an unknown factor in the area and won't cause diplomatic issues by intervening. You receive Firecracker Darts to assist in this. Looks like negotiation is out the window.

RESCUE CHRISTOPHER GIST

Optional: Prevent Gist's hanging by shooting the rope

Optional: Blow up three barrels with firecrackers



Time is a factor in this mission! Run toward the waypoint and keep a good pace as you get there. The way isn't guarded by anyone looking for you, so no one will stop you until you're really close to some gallows that have been set up.

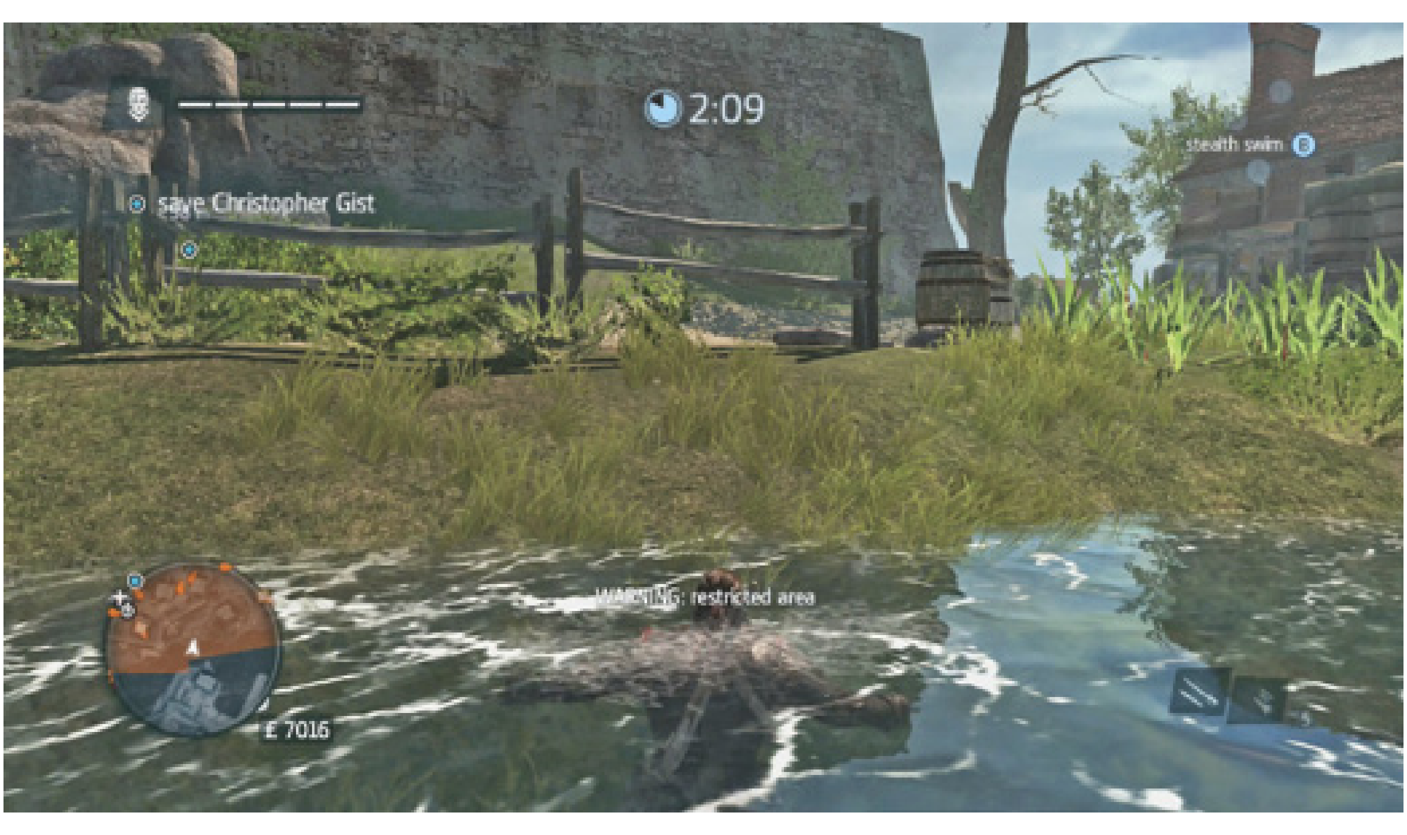
Once you're nearby, don't go straight in to save your target. Seek out the reddish colored barrels that are on all sides of the yard. Shoot them with Firecracker Darts from really long range. These attract major attention from the guards, thus giving you a better chance to sneak into the gallows area. You have to hit three of them and still get to Gist's rope in time, so you might have to abandon caution and run between sites if time gets short.

A powerful vantage point is the watchtower that overlooks the yard where the hanging is going to occur. If you use a Rope Dart or Sleep Dart, you can take over that watchtower from its gunner, and then you can plan your next step without having to take cover constantly.

Nail those three barrels when you can and get closer to the gallows. Get your pistols ready and hide in a bush while you take aim, or shoot on the fly if you've been spotted. Hit the rope above Gist's head to save him from a nasty ending.

BOOM! "HEY, WHAT WAS THAT?"

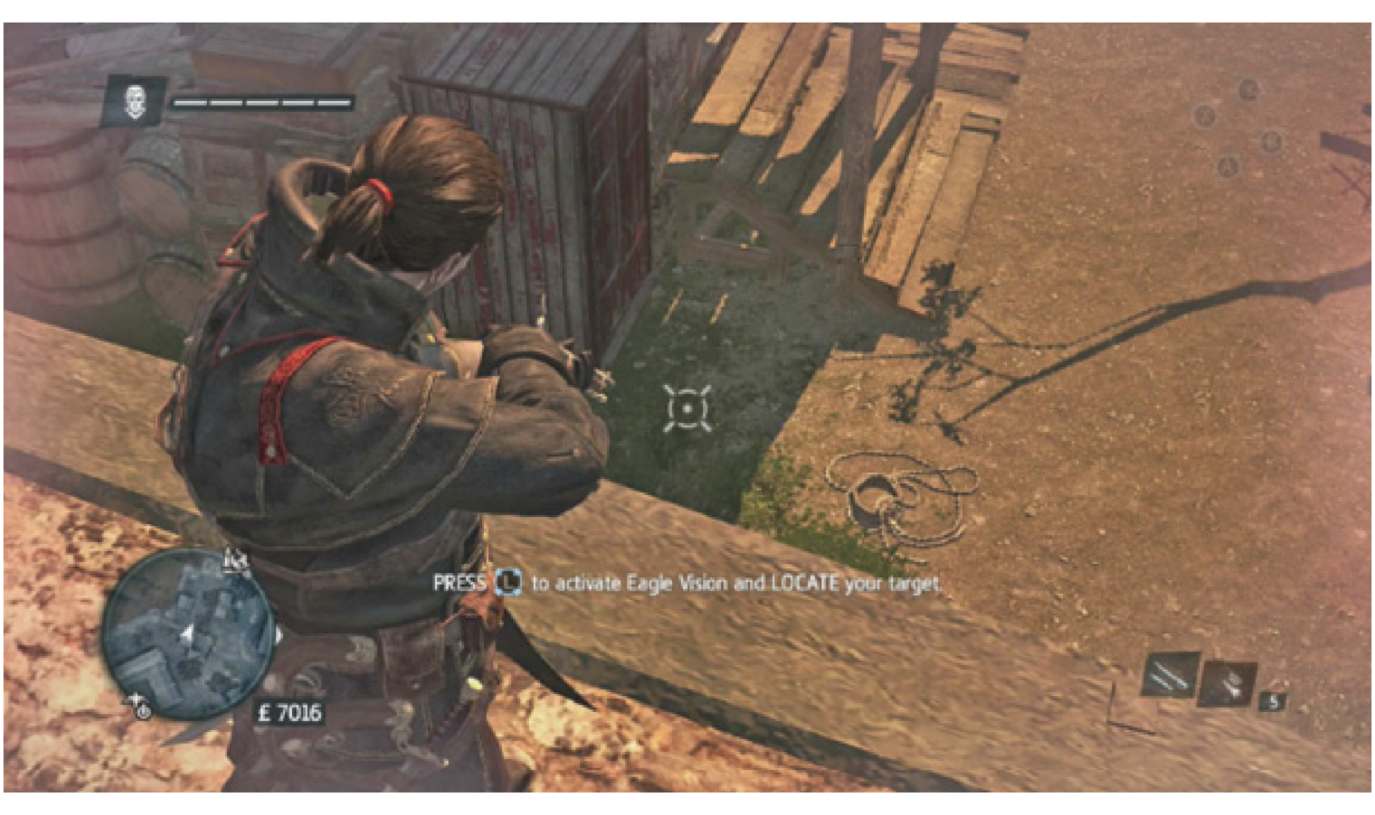
Firecracker Darts let you distract everyone in the area without having to get too close to them. Fire at the opposite end of the room or yard that you're sneaking into, and slip on by while everyone wonders what the heck is going on.



Kill any of the guards that are left while you and Gist get to know each other. He's pretty useful in a fight, so that's something to be grateful for. Hopefully he'll be of even more use in the future! Now it's time to get out of here.

FOLLOW GIST AND TAKE BACK THE *MORRIGAN*

Gist doesn't waste a moment after his near-hanging. He'll head toward the docks and come up with a plan to get a ship and a crew to sail it. Your part in the plan is to take the ship; perhaps the Morrigan will do nicely! Gist will get the crew.



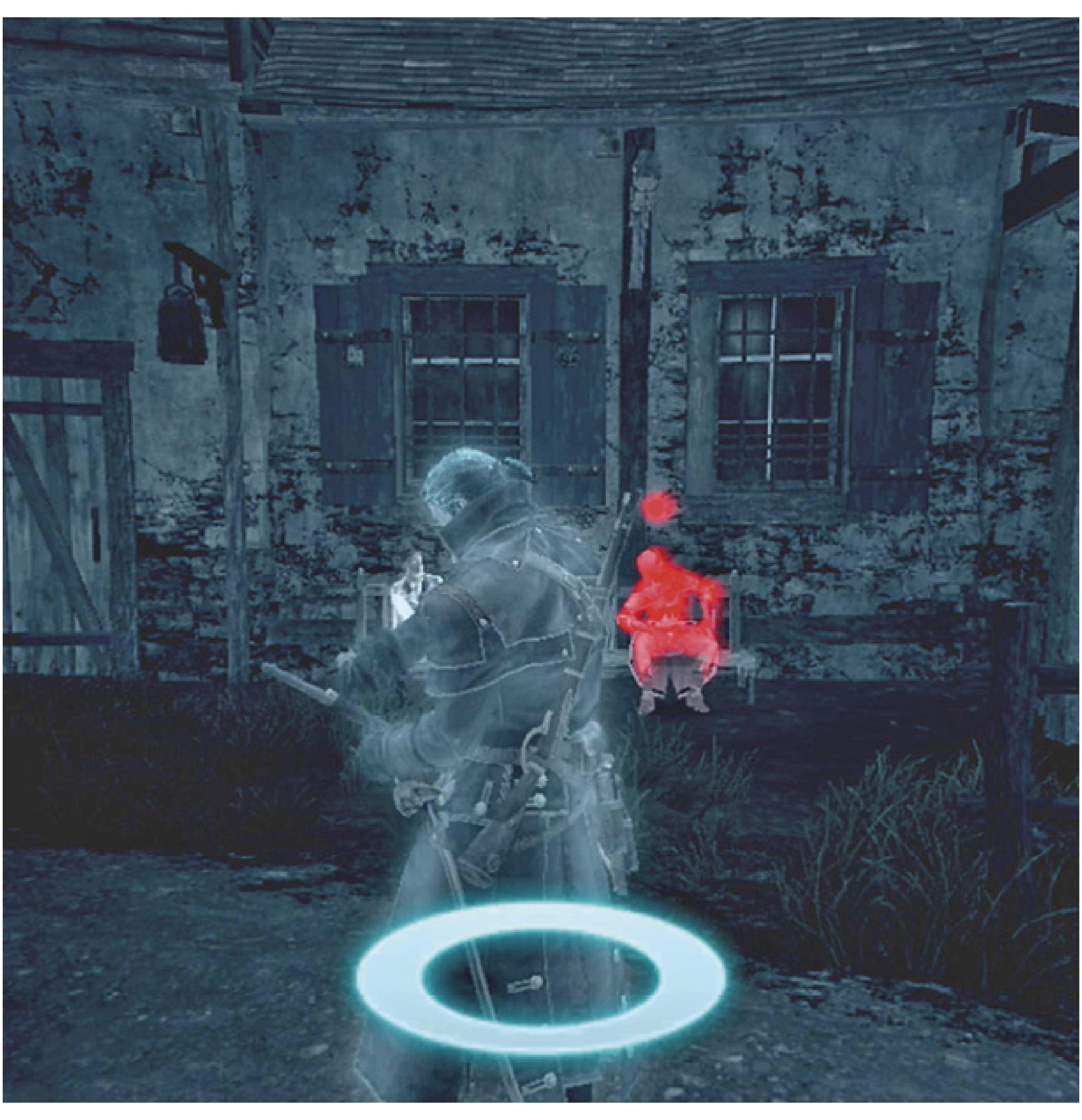
You must do two things to regain control of the Morrigan. First, there are stalkers all over the place. They're the Assassins who like to hide in outhouses, bushes, around corners, or even wait for you in plain sight. When you get close, they attack.

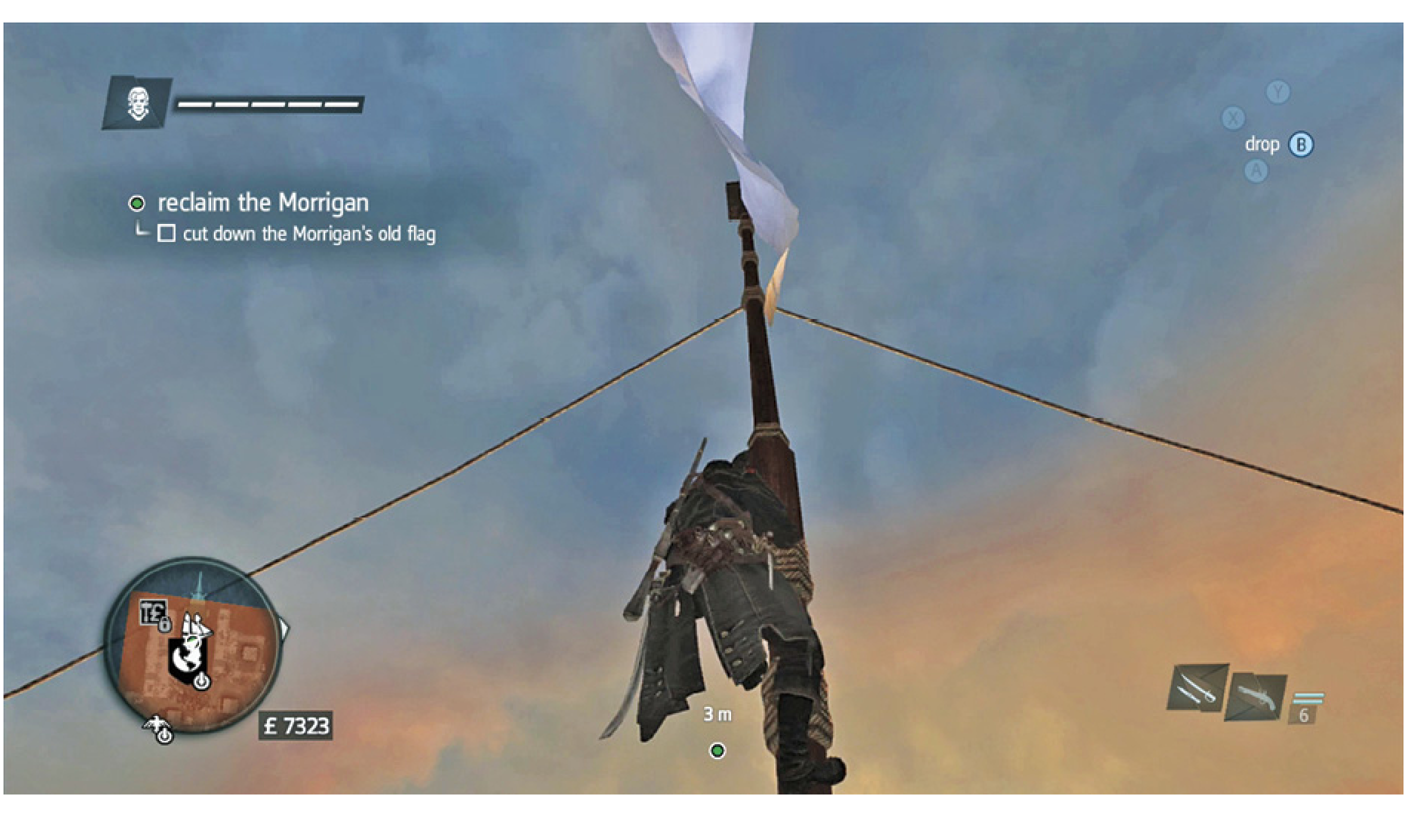
Firecracker Darts lure stalkers out of their complacent hiding spots, but there are other ways to beat them. Using Eagle Vision, you see a direction finder whenever there is a stalker close by. It's just like when you went after the gang leader back in that first Headquarters mission. If you see who the stalker is, any normal attack can hurt or kill them. Pistol shots to the head are great for that. You can also sneak up behind them to assassinate the Assassins, or you can walk close to them, counter their ambush, and get a fast kill off of a counter.

A VERY GOOD WAY TO KILL STALKERS

Hunting the stalkers takes time, and some of us are impatient. If you want stalkers dead quickly, then use your body to lure them out. Race toward any areas where you hear whispering, or look with Eagle Vision to figure out the best direction. Keep your finger on the Counter button and wait for the inevitable attack. Once you deflect a stalker's vicious opening strike, they're doomed. They can't hold up to counterattacks.

There is an achievement/trophy"Stalker Killer" gained by doing this 30 times, so the sooner you start, the sooner you get it!

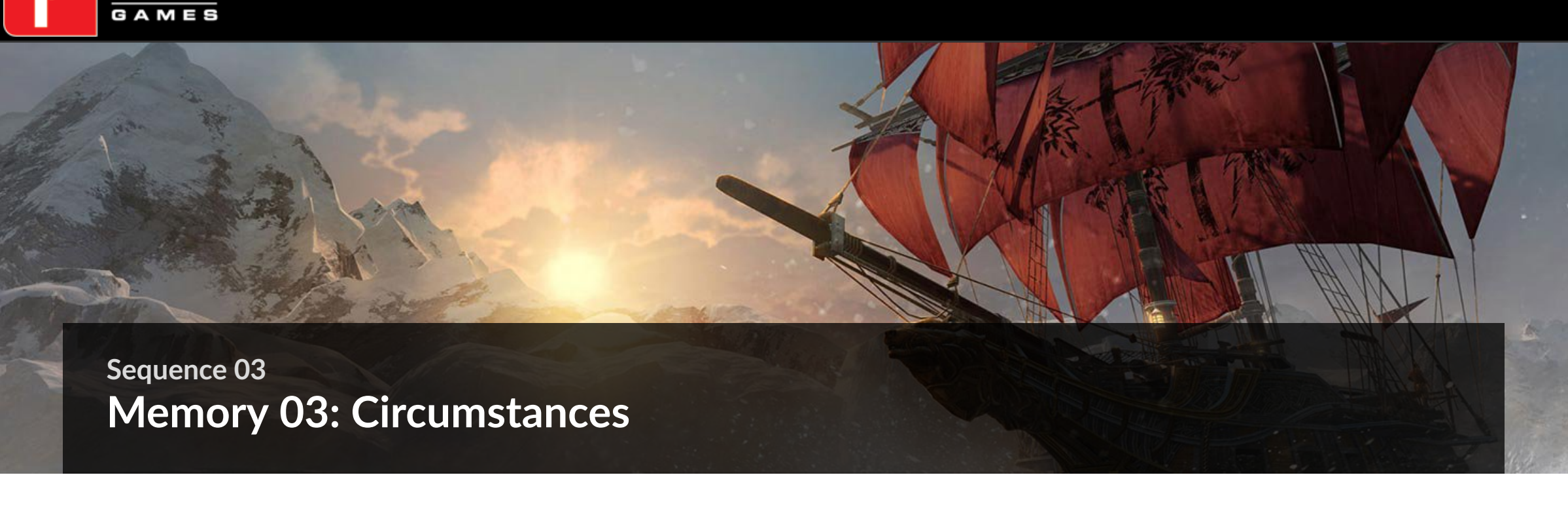




Run around the docks, killing the gunners and stalkers in the vicinity. Firecrackers help you get safer kills, if you're having trouble with the stalkers.

When the way is clear, climb the Morrigan's mast and cut down the flag the ship is flying. That's not what should be hanging above such a proud ship.

This ends the memory. Buy any upgrades you'd like from the local harbormaster before leaving New York. George Monro is waiting for you. Launch your ship and Fast Travel back to Albany, in River Valley.



Sequence 03

Memory 03: Circumstances

(SEQUENCE 03, MEMORY 03)

Monro is on the Albany docks. Find him there and talk to the officer to see what he's going to do next.

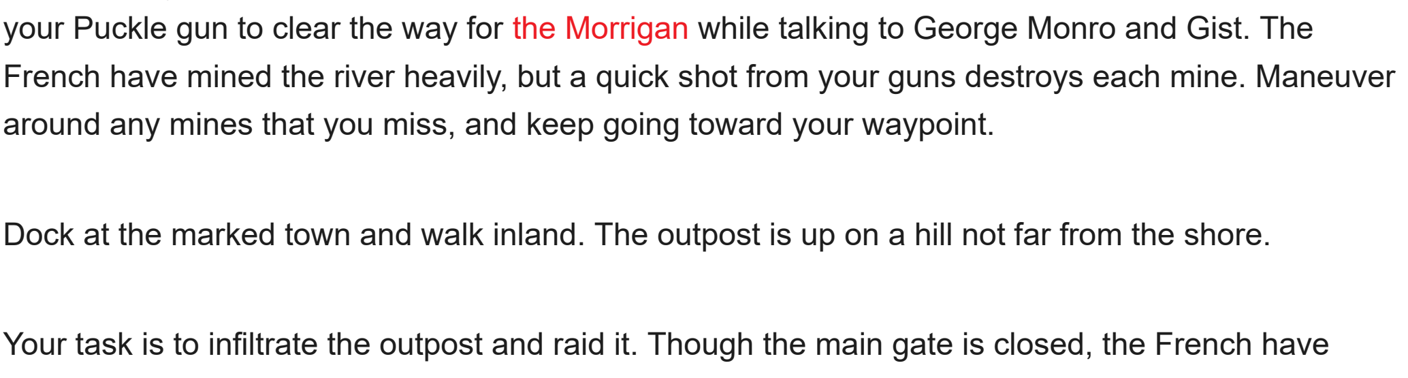
It sounds like his plan is to go after the French before they're ready to attack. Before anyone leaves, however, Gist suggests a bit of plundering for loot. It's not a bad idea, and you could use more resources to upgrade the Morrigan.

SAIL TO THE FRENCH OUTPOST AND RAID IT

Optional: Hang the key holder using the Rope Dart

Location: Vallée Verte

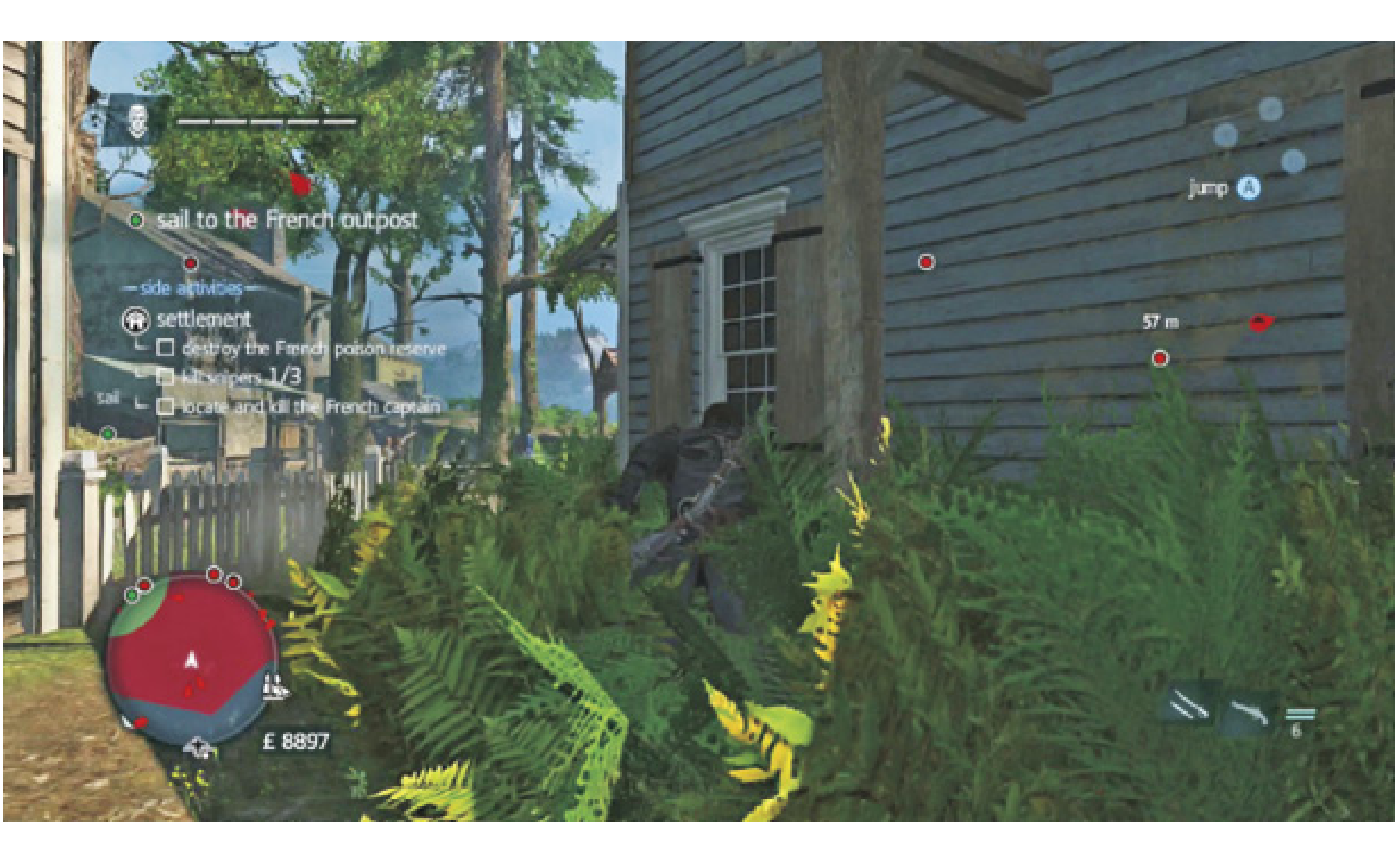
POINTS OF INTEREST	NUMBER OF ITEMS
Chests	4
Viewpoint	1
Animus Fragment	2
Prosperity	1
Fox	N/A
Gray Wolf	N/A



Go back to your ship and set sail. The outpost isn't far, but there are mines all over the river. Use your Puckle gun to clear the way for the Morrigan while talking to George Monro and Gist. The French have mined the river heavily, but a quick shot from your guns destroys each mine. Maneuver around any mines that you miss, and keep going toward your waypoint.

Dock at the marked town and walk inland. The outpost is up on a hill not far from the shore.

Your task is to infiltrate the outpost and raid it. Though the main gate is closed, the French have made a critical security error and let trees grow alongside their palisade. Look for the trees that are close to this wall and climb onto them using a pallet. Get high enough to clear the wall, and leap into the compound.


sail to the French outpost
side activities
settlement
destroy the French poison reserve
kill snipers 1/3
locate and kill the French captain
jump
57 m
£ 8897

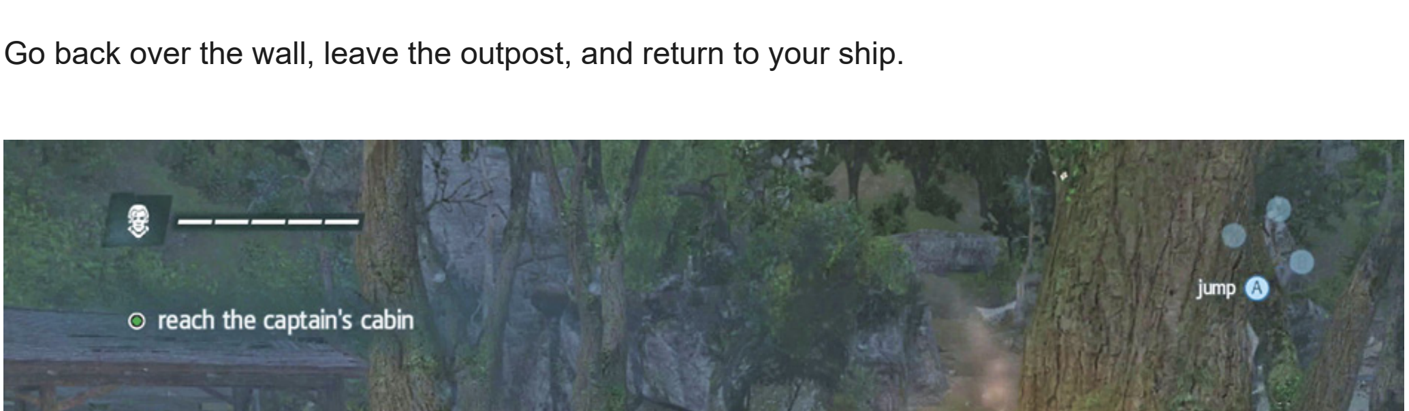
Raiding the outpost is easy, but the optional objective here isn't—until you know what to do. There are enough guards around to easily spot when you try to hang the key holder with your Rope Dart. It's an exercise in frustration, even if you have a good spot up in the trees.

Use Eagle Vision to spot the key bearer, and walk across the treetops to reach the far side of the compound. He'll patrol over there from time to time. There are still guards, but you won't have to deal with half a dozen onlookers. When the key holder is away, murder the two guards by the stable. Get the drop on them with Sleep Darts, and kill them before the key holder returns.

Now you can hang the key holder when he comes by and sees the bodies. No one is left alive to sound the alarm, so the key holder won't get any backup as you hang him high.

Jump down from your tree or rooftop and search the key holder's body. Once you have the key, go back to the warehouse that is marked on your map. Use the treetops and raid the place to your heart's content when no one is looking. There are heavy resources inside, so it's a lucrative effort. If Shay isn't spotted, he'll get a bonus from these activities, and he'll get another bonus for avoiding an alert.

Go back over the wall, leave the outpost, and return to your ship.



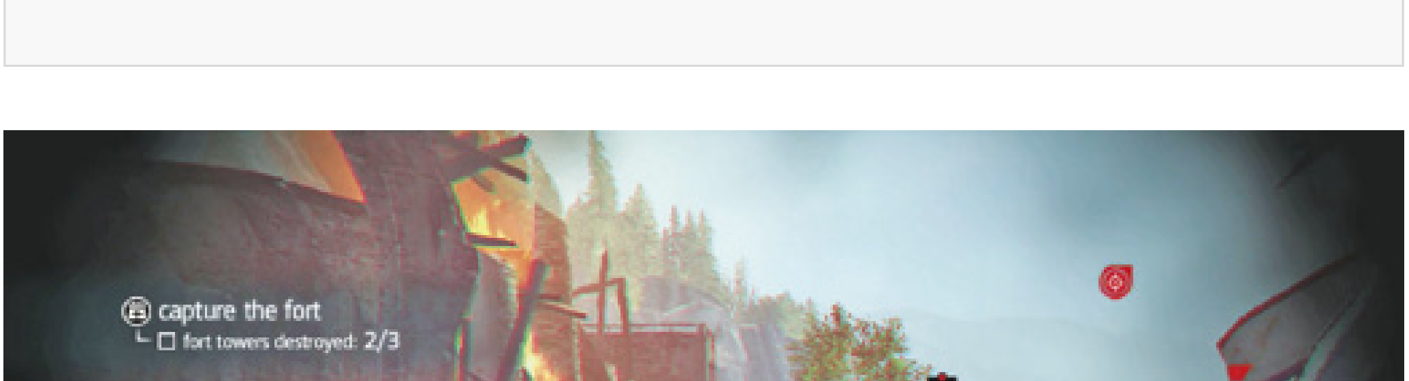
Check your bank and then upgrade the Morrigan. Focus on getting a mortar first, but some hull armour wouldn't be bad either. You have a direct naval battle coming up, and the tougher you are, the better off you'll be.

Your next mission begins by Fort La Croix. Sail to the French fort and try out your new weapon!

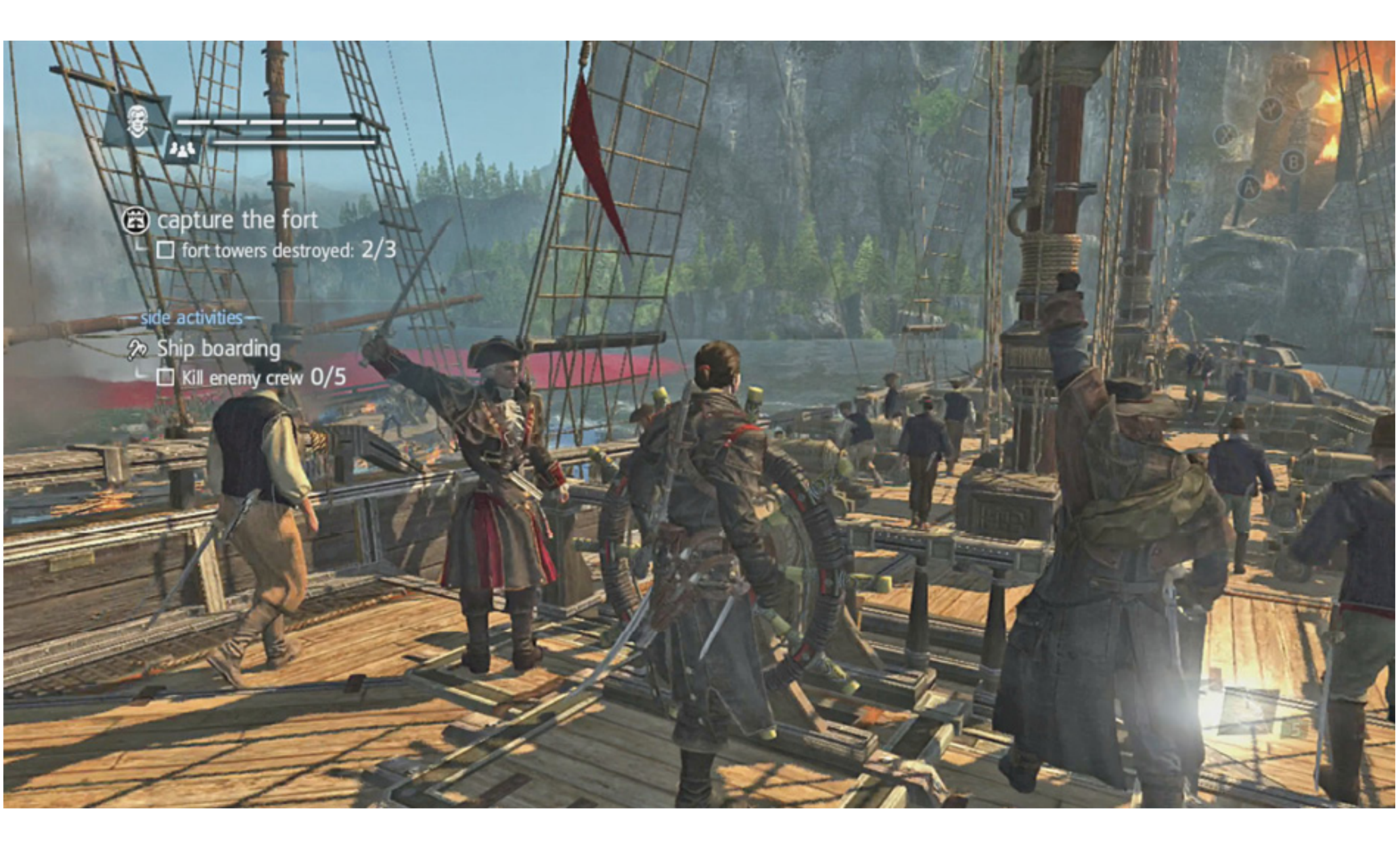
FIRST-DEGREE MORTAR

Mortars are siege weapons for your ship. They do very high damage, have great range, and can fire over waves, other ships, walls, or whatever else might get in your way.

These are your best weapons for bringing down forts, frigates, and men-o'-wars.



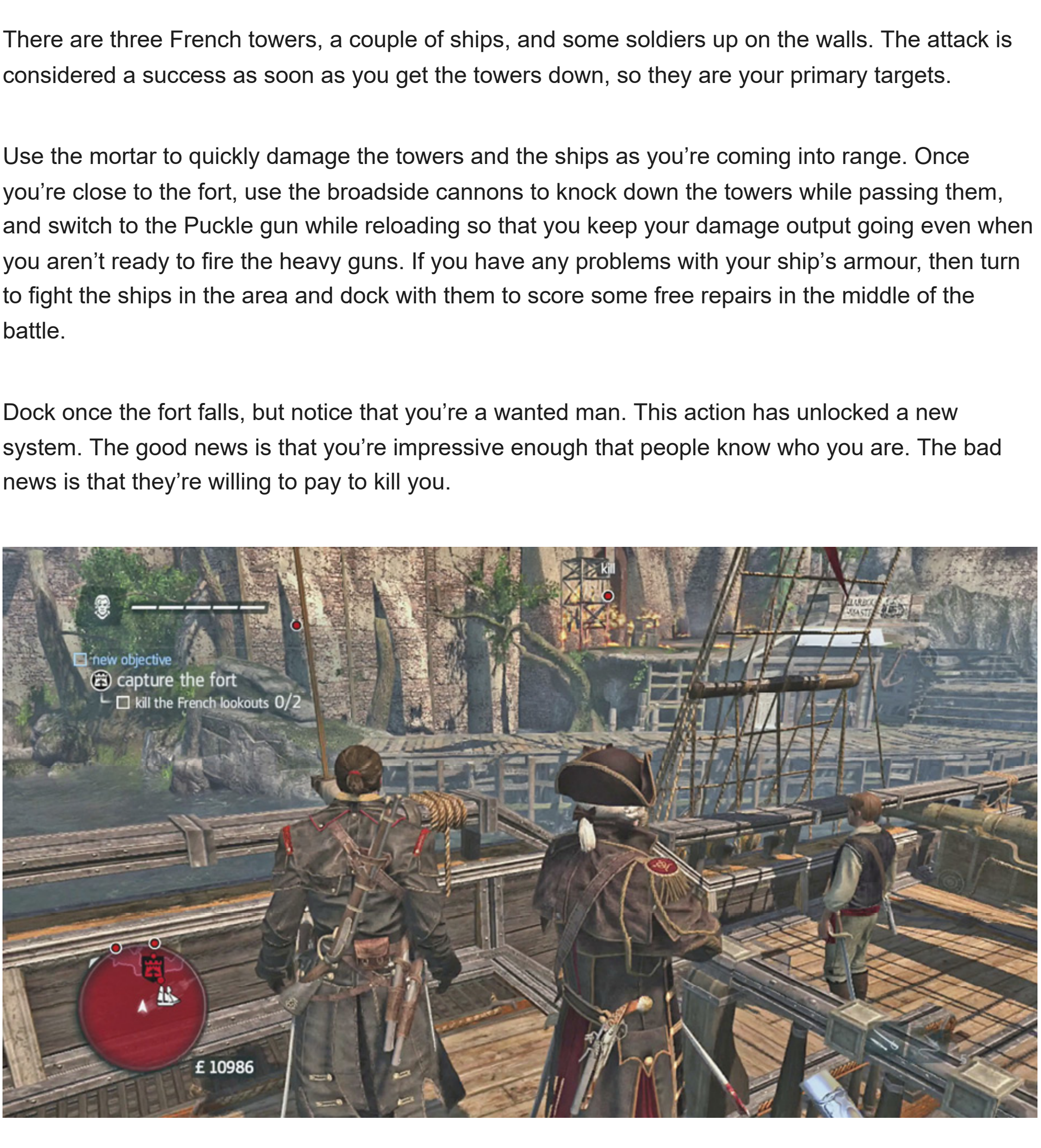
TAKE OUT THE FRENCH FORTIFICATIONS



There are three French towers, a couple of ships, and some soldiers up on the walls. The attack is considered a success as soon as you get the towers down, so they are your primary targets.

Use the mortar to quickly damage the towers and the ships as you're coming into range. Once you're close to the fort, use the broadside cannons to knock down the towers while passing them, and switch to the Puckle gun while reloading so that you keep your damage output going even when you aren't ready to fire the heavy guns. If you have any problems with your ship's armour, then turn to fight the ships in the area and dock with them to score some free repairs in the middle of the battle.

Dock once the fort falls, but notice that you're a wanted man. This action has unlocked a new system. The good news is that you're impressive enough that people know who you are. The bad news is that they're willing to pay to kill you.



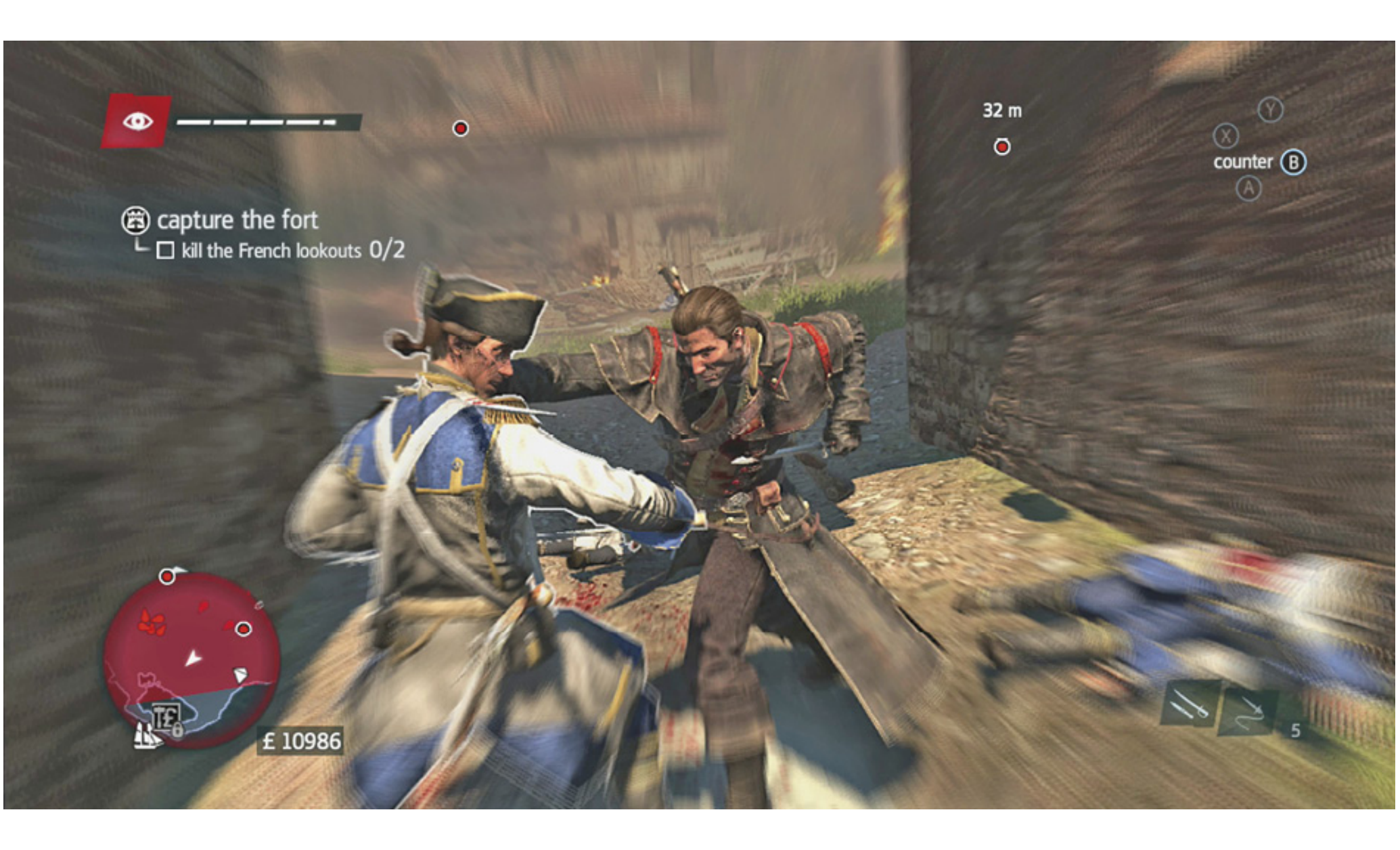
IT'S GOOD TO BE WANTED

Having a Wanted level draws privateers to take out the Morrigan. They'll bring somewhat heavier ships, but that means even more salvage for you. Watch the minimap if you see a random ship coming toward you, and see if they're hostile. If they are, start shooting first and get the upper hand. There's money to be made.

Defend against privateers in brigs by bracing when they attempt to ram you. This avoids many boardings and prevents unnecessary casualties.

INFILTRATE AND TAKE THE FORT

Optional: Kill your enemy without taking any damage

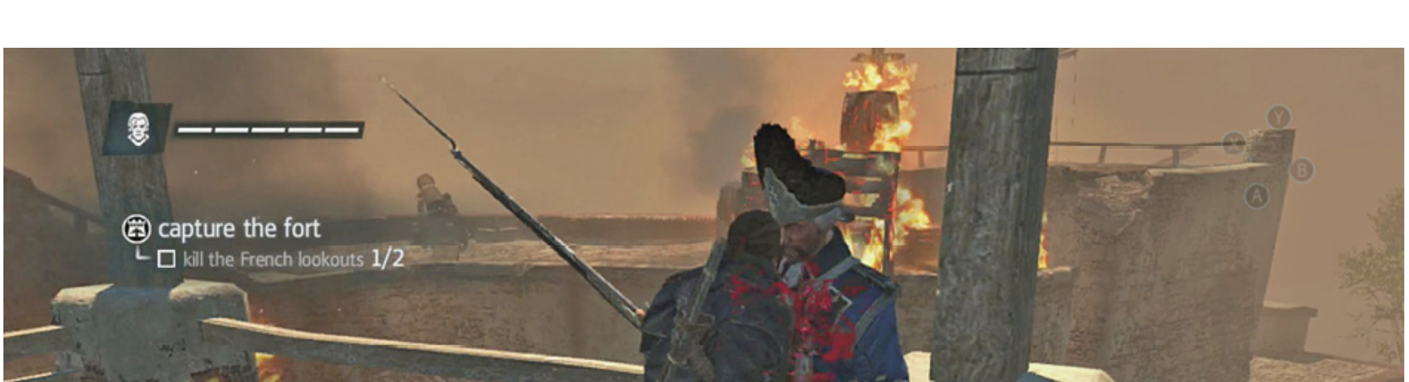


Location: Fort La Croix

POINTS OF INTEREST	NUMBER OF ITEMS
Chests	2
Animus Fragment	2
Fort	1
Harbormaster	Yes

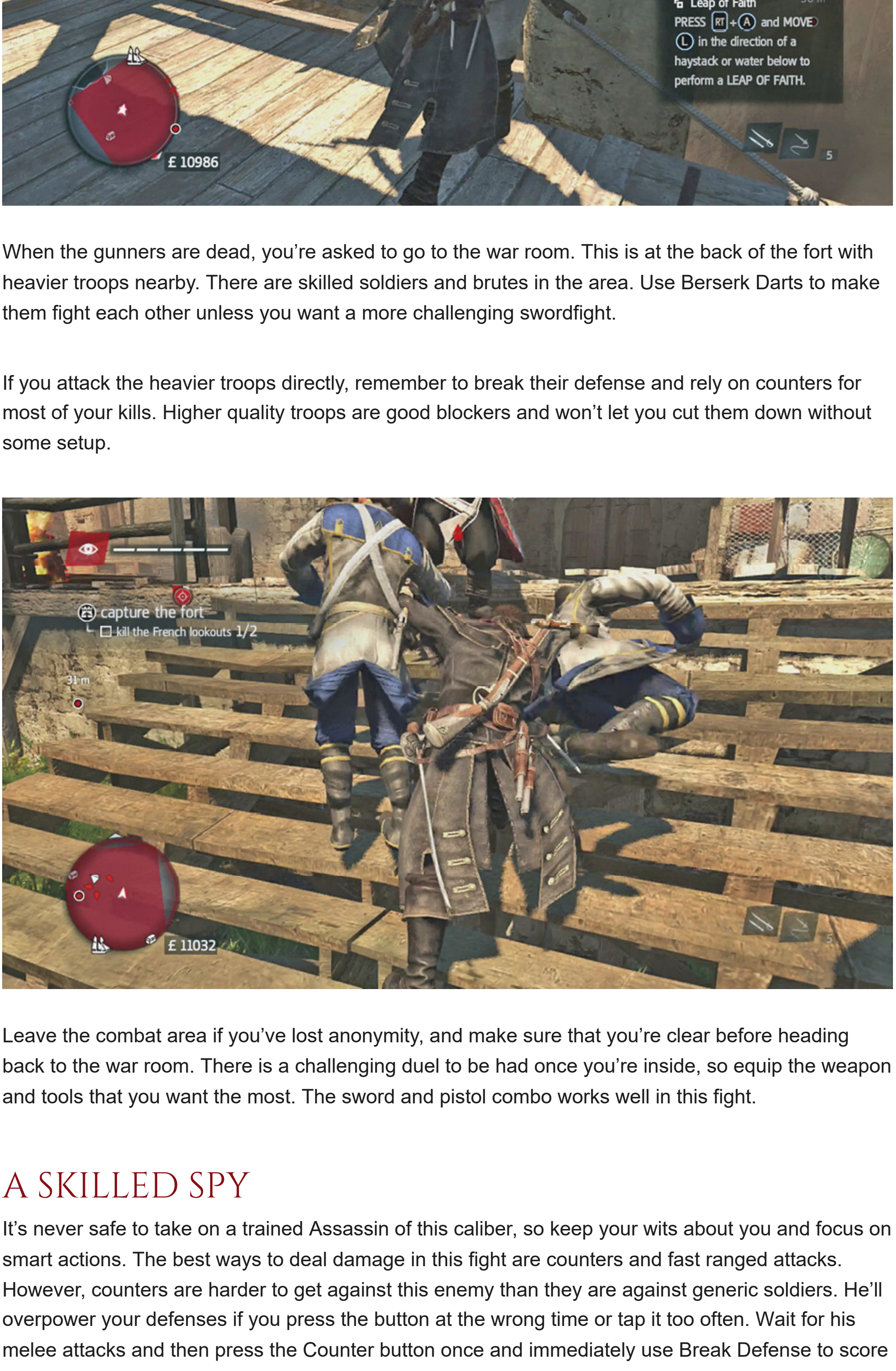
Dock in front of the fort and head into the fray. There are French soldiers everywhere, but the fires and destruction have caused so much chaos that they won't respond as a single entity. It's quite possible to fight small packets of troops while making your way into the main compound. Or use Smoke Bombs and stealth to avoid the battles altogether.

Once you're inside, search for two gunners. Both are in watchtowers. It's possible to kill them at range if you have good aim and decent pistols, or you can climb into their towers for a more subtle assassination. Use Sleep Darts to prevent them from seeing your approach, and then kill the gunners before they wake. Neither of them are well guarded, so it's a safe act either way you approach this.


capture the fort
kill the French lookouts 1/2
Leap of Faith
56 m
PRESS RT + A and MOVE L in the direction of a haystack or water below to perform a LEAP OF FAITH.
£ 10986

When the gunners are dead, you're asked to go to the war room. This is at the back of the fort with heavier troops nearby. There are skilled soldiers and brutes in the area. Use Berserk Darts to make them fight each other unless you want a more challenging swordfight.

If you attack the heavier troops directly, remember to break their defense and rely on counters for most of your kills. Higher quality troops are good blockers and won't let you cut them down without some setup.



Leave the combat area if you've lost anonymity, and make sure that you're clear before heading back to the war room. There is a challenging duel to be had once you're inside, so equip the weapon and tools that you want the most. The sword and pistol combo works well in this fight.

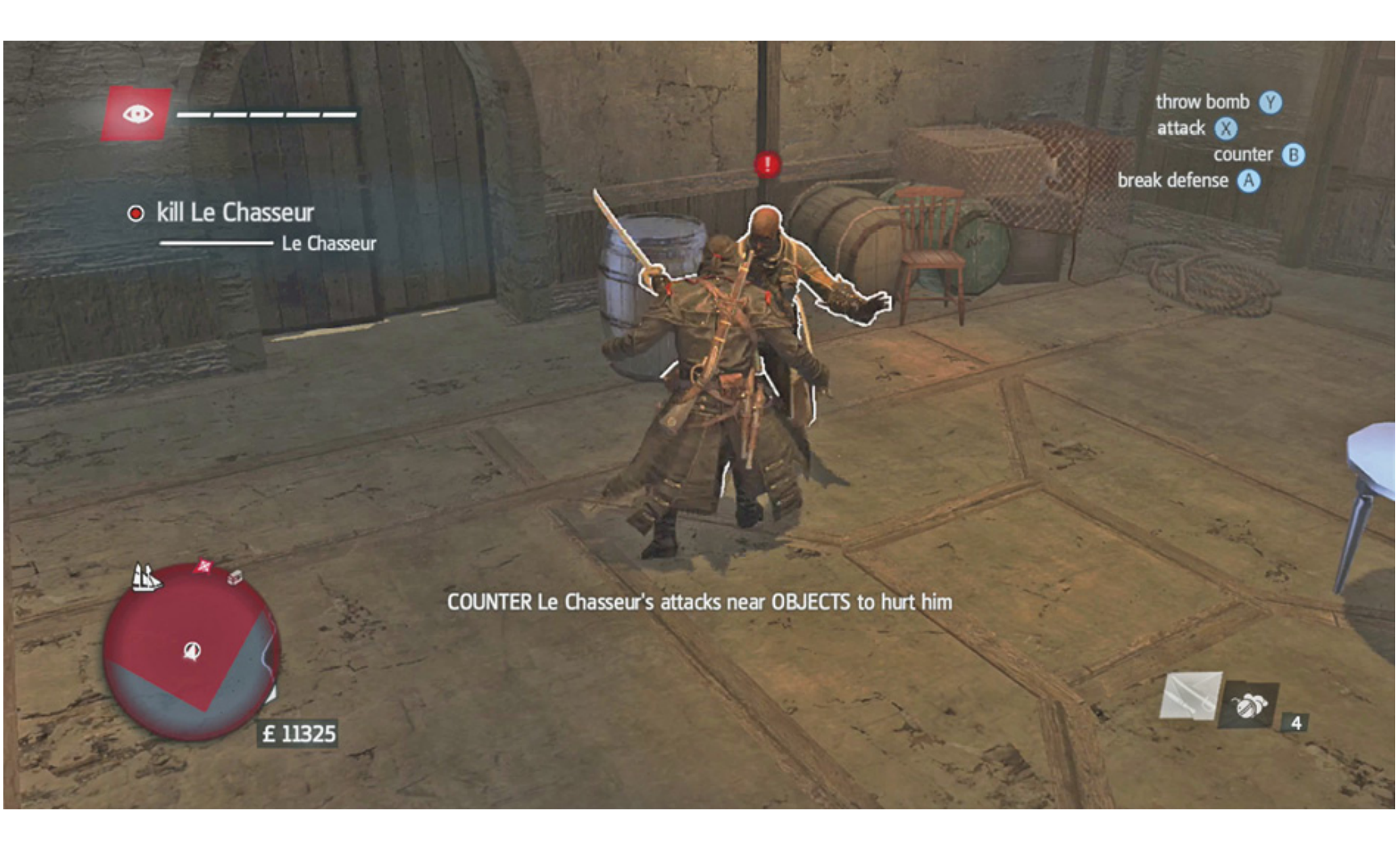
A SKILLED SPY

It's never safe to take on a trained Assassin of this caliber, so keep your wits about you and focus on smart actions. The best ways to deal damage in this fight are counters and fast ranged attacks. However, counters are harder to get against this enemy than they are against generic soldiers. He'll overpower your defenses if you press the button at the wrong time or tap it too often. Wait for his melee attacks and then press the Counter button once and immediately use Break Defense to score a real hit! Though tricky the first few times you do this, it's fast to pick up.

Counters near the barrels and table in the room ensure that you get some actual damage against the Assassin, but that's not the only way to hurt him.

After wounding the assassin and pushing him back, take a quick shot with your pistol. It's free damage if you hit, and you won't take any returning blows because your opponent is already on the back foot. He'll need a moment to recover.

Be willing to reload the checkpoint if you take hits. There is an optional objective to win this fight without getting hurt, and the battle is short. You can easily get this objective if you practice for a minute or two and perfect your timing.



Kill the Assassin and leave the fort to end this memory. Back on the Morrigan, Gist has added a map to your captain's cabin. This unlocks Fleet Missions!

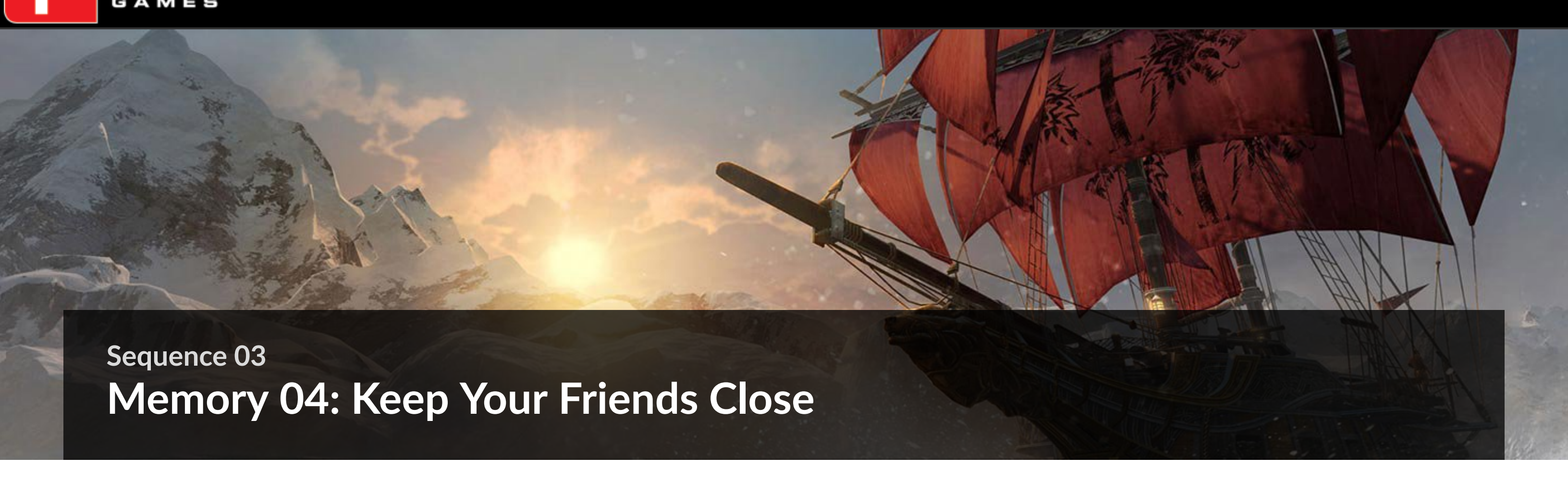
WELCOME BACK, ADMIRAL SHAY

The ships you capture are now part of your fleet, and you use them to fight on the high seas to line your pockets and unlock special rewards. Board ships and send the best ones to your fleet. The temporary loss of salvage money is more than made up by the mission rewards you receive.

Fleet Missions are explained in the "Side Activities and Challenges" chapter.

You can choose to manage your fleet for a while, and explore the territory if you'd like to earn some money. Your ship is deadlier than ever, and good piracy pays well. After you've drunk your fill, Fast Travel to New York and meet with Monro again.

When you get there, see if you have any Fast Travel points that are closer to Lower Manhattan. It takes a long time to walk through New York, and any time saver is a good thing unless you're in the mood to collect various items along the way.

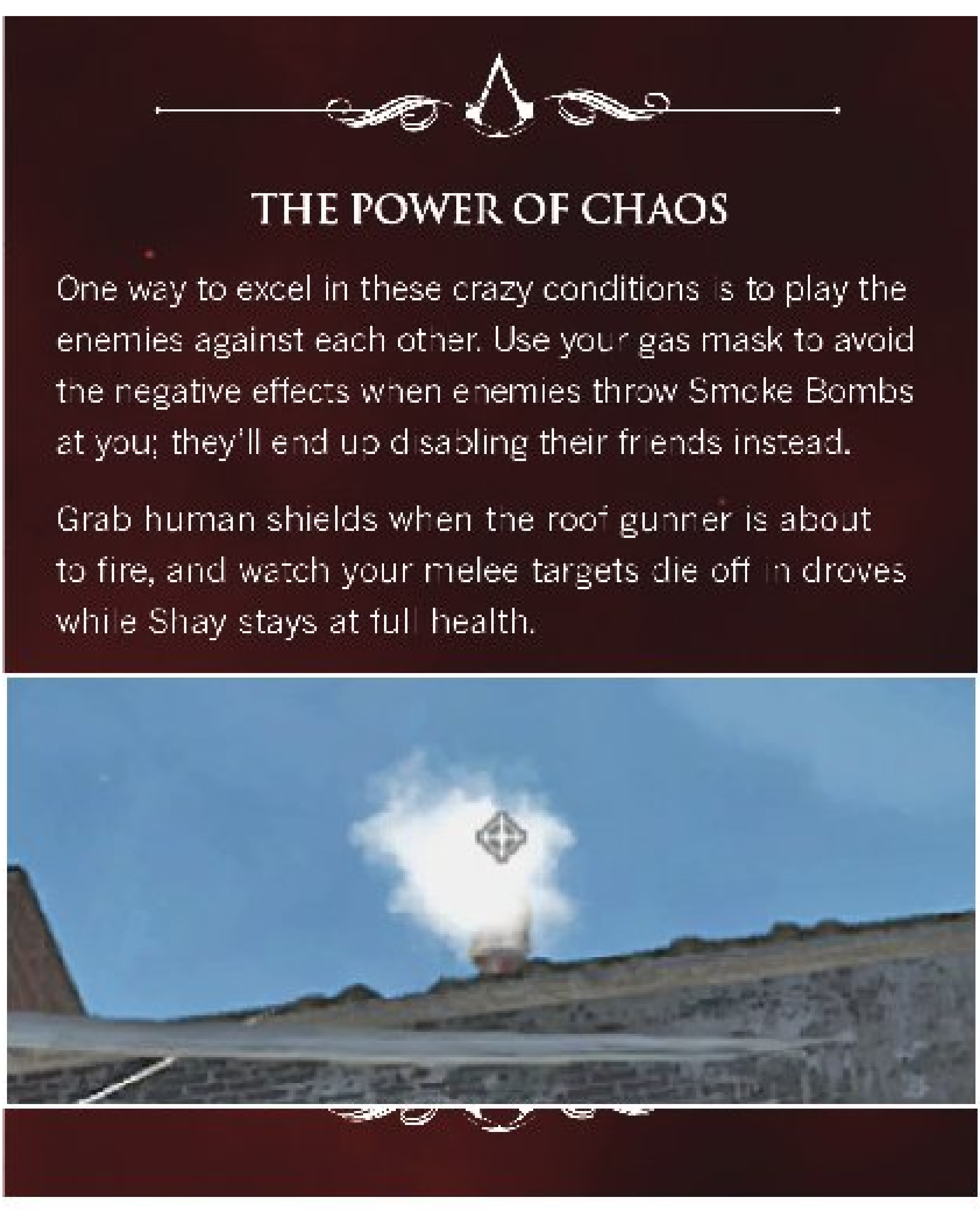


Sequence 03

Memory 04: Keep Your Friends Close

(SEQUENCE 03, MEMORY 04)

Monro sends you on a mission to deal with the American dignitary and inventor you met before. The man is staying in a nearby building, with legions of defenders around it.

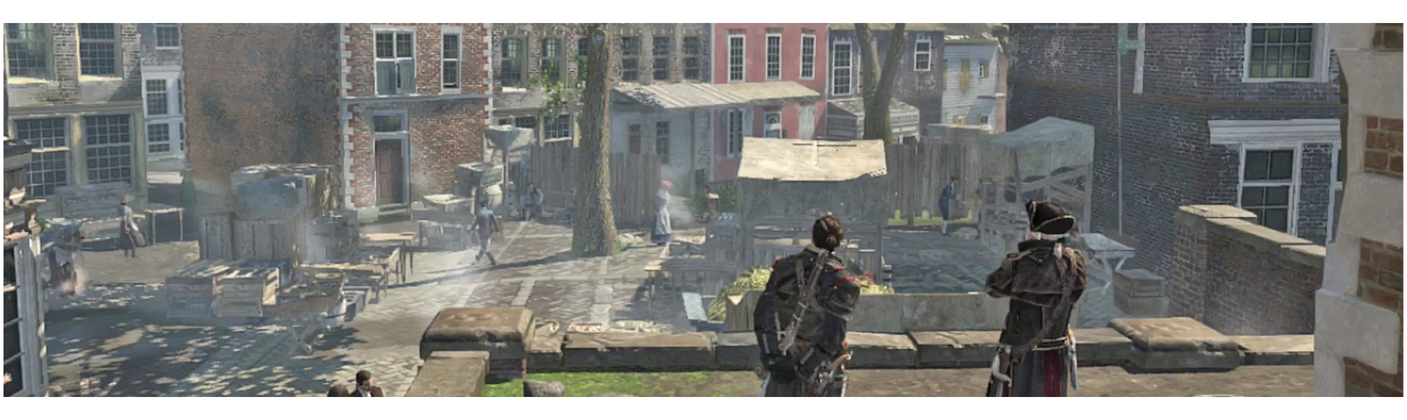


THE POWER OF CHAOS

One way to excel in these crazy conditions is to play the enemies against each other. Use your gas mask to avoid the negative effects when enemies throw Smoke Bombs at you; they'll end up disabling their friends instead.

Grab human shields when the roof gunner is about to fire, and watch your melee targets die off in droves while Shay stays at full health.

GET TO BENJAMIN FRANKLIN'S HOUSE



For wonderful weapons practice, charge directly from Monro's area over to the marked house. You have to contend with assassins, a shooter on the roof, and plenty of ground targets. It's absolute madness.

If you have more time on your hands and want a safer approach, go all the way around the restricted area and climb onto the roofs. Assassinate the gunner up there or simply put him to sleep, and sneak down into the house so that you won't have to fight everyone outside.

Both routes are fun, so it's your call.

DESTROY THE SHED DOORS AND THEN SABOTAGE THE POISON SUPPLIES

Optional: Kill three guards with a single grenade

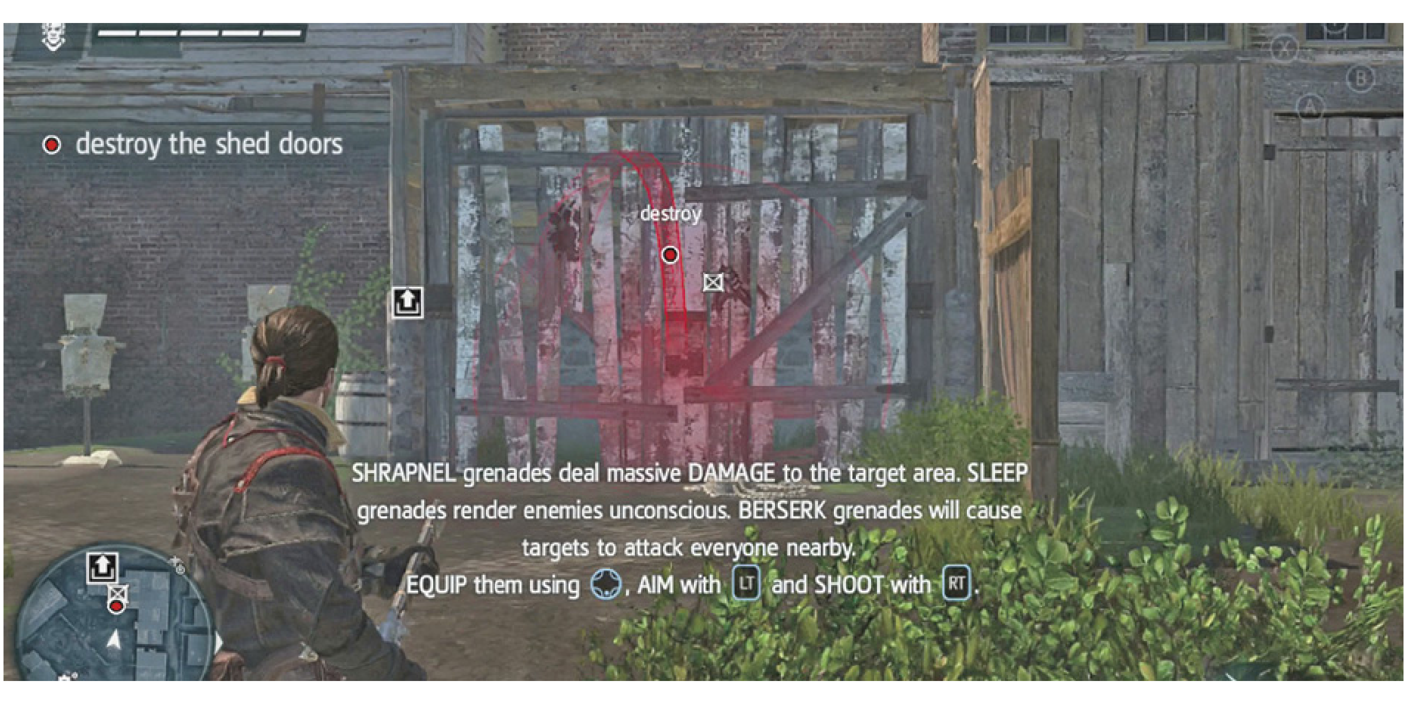
Optional: Put ten guards to sleep

Monro gives you a powerful weapon to help with the next stage of the mission. You're going after a well-defended cache of poison, and single-target weapons aren't going to be enough for this assault. Now you get a grenade launcher.

THE GRENADE LAUNCHER

Darts are already a great tool, but sometimes you have to use something with more kick. You now gain a grenade launcher that is an ideal high-profile weapon. It has Sleep Grenades to silence groups of foes for a short time, Berserk Grenades to cause maximum distractions, and Shrapnel Grenades to outright kill your opponents.

Don't try to use the grenade launcher as a reactive weapon; it's not as agile as the pistols, so you have a hard time acquiring targets and need a few seconds to aim. These are more effective weapons when you're not in the heat of battle. Stay on rooftops and aim for groups of guards that are holding choke points. Take them down in a single shot and feel good about doing it.

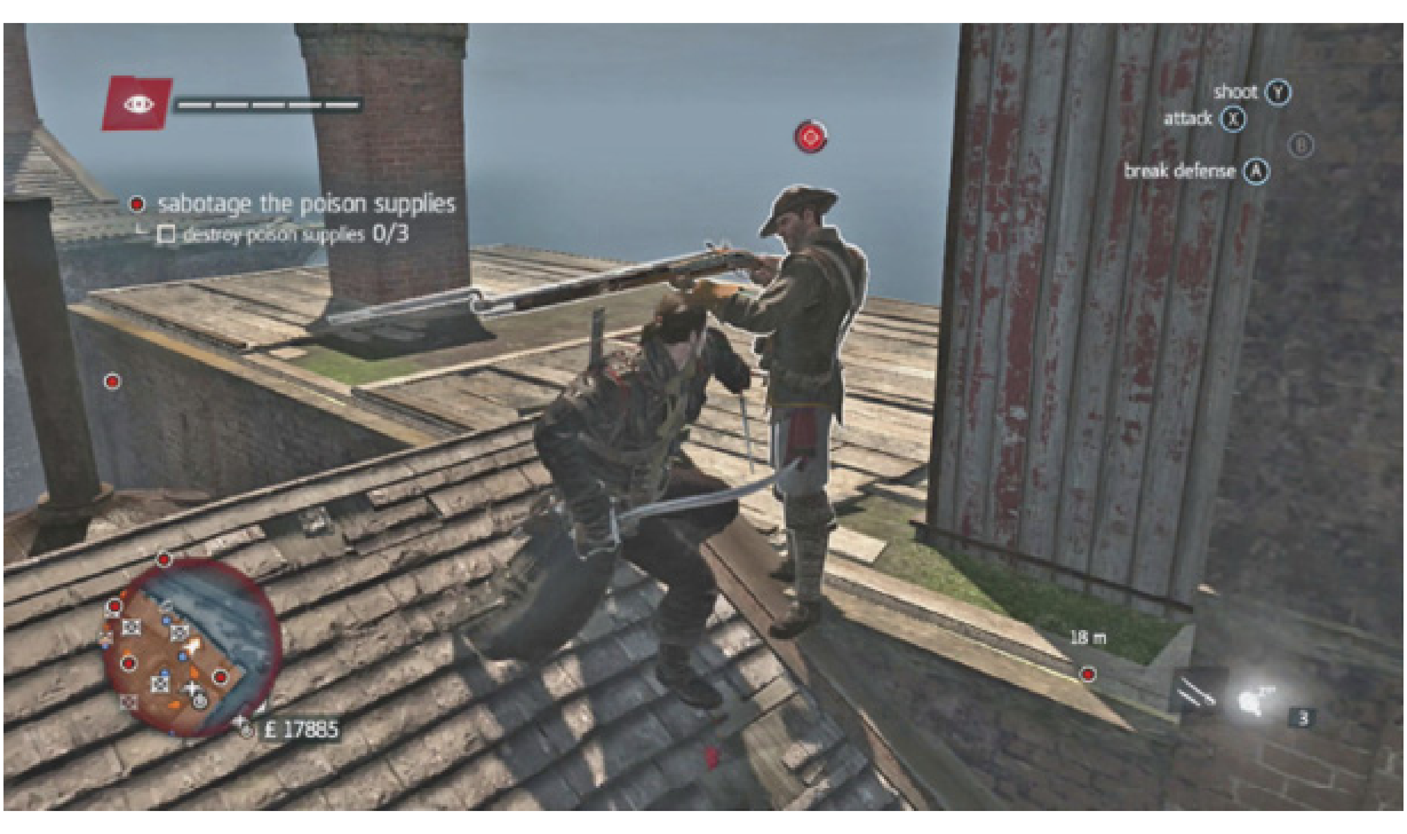


SHRAPNEL grenades deal massive DAMAGE to the target area. SLEEP grenades render enemies unconscious. BERSERK grenades will cause targets to attack everyone nearby.
EQUIP them using , AIM with LT and SHOOT with RT.

To make sure the grenade launcher works, use a Shrapnel Grenade to blow open the doors to the nearby shed. The proof of concept is impressive! Then loot the crates around the yard and go over to the compound where the poison is being held.

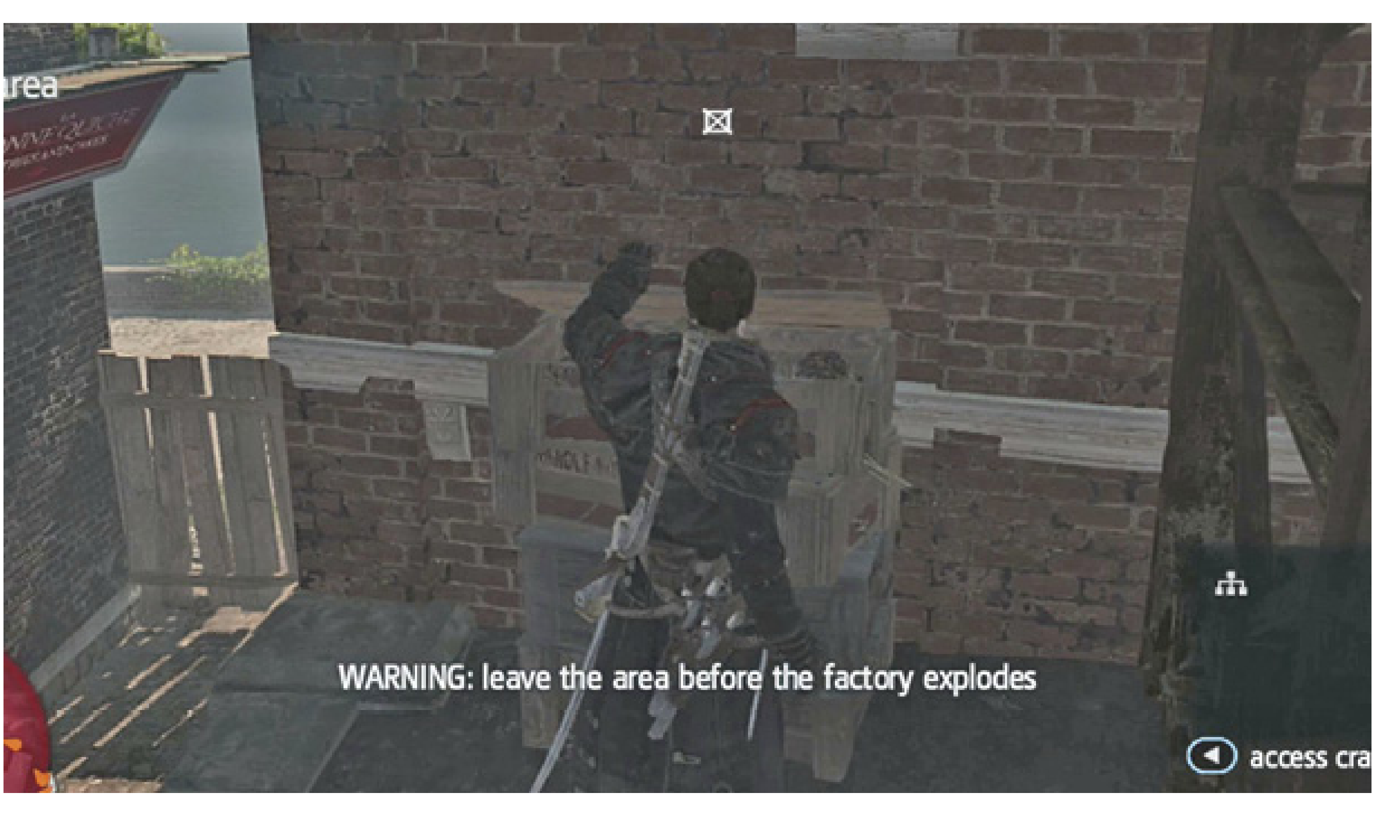
There are multiple gunners on the rooftops. You're better off if you climb up to kill them before starting your earnest attack. If any of the gunners see you coming, use a Sleep Dart on them to buy time. It's worthwhile to avoid any alarms. Although it takes longer, using Berserk Darts against the gunners works great too—the gunners happily shoot your enemies for you, making the rest of the run even easier after you wait for the affected gunner to succumb to the poison and die.

You have only three Sleep Grenades, so putting 10 guards to sleep might seem difficult; however, nobody asked you to put them to sleep with just Sleep Grenades. You can use Sleep Darts on solo patrollers, and then switch to Sleep Grenades for the small clusters of people around the yard.



There are also boxes of grenades all over the place. Restock whenever you need to, and don't worry about your Shrapnel Grenade optional objective yet. Get the sleeping portion of it done, and then go after the three vats of poison that are lying around the yard. Destroy each one by walking up and interacting with it. Run away to avoid the local explosion, and continue to the next vat. If you've already put everyone to sleep and then executed them, there won't be many defenders to stop you from advancing.

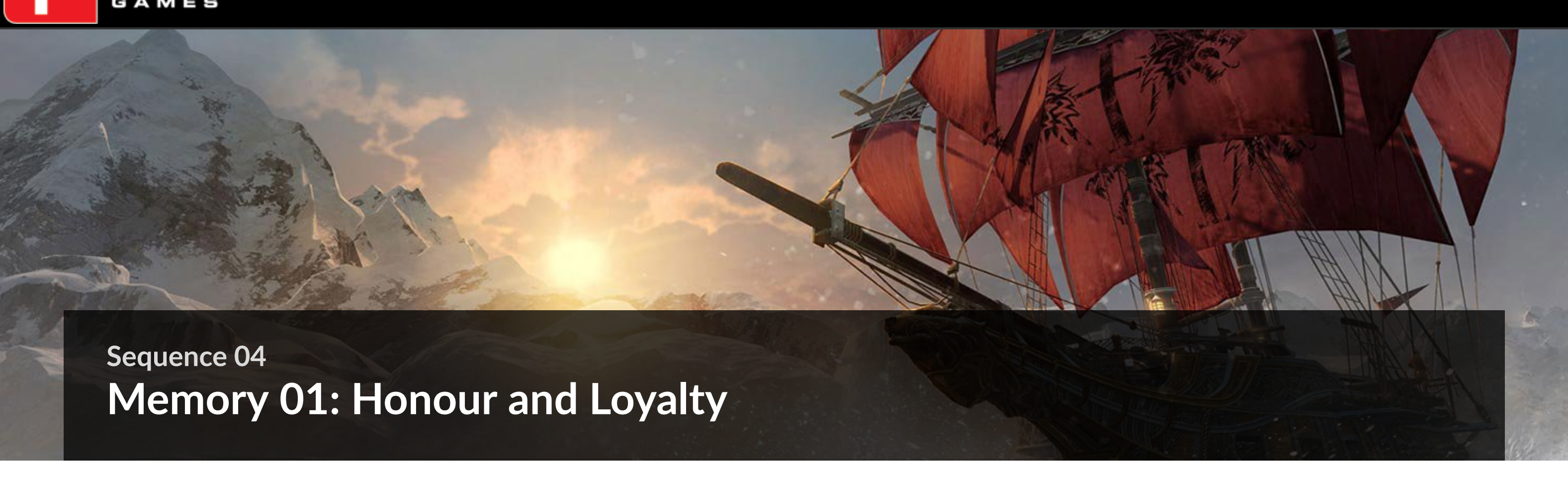
After you destroy the third vat, hurry out of the yard and run back to the main street. A large group of guards attempts to block your way, taking a defensive stance to ensure that you won't run right through them. That is your best possible moment to use the Shrapnel Grenades. Blow the group apart and leave the compound before everything gets gassed.



If you miss that opportunity, there is another easy way to get three guards with one Shrapnel Grenade; run through several enemies and get them to chase you. Use a Smoke Bomb when they converge on Shay's location. Back off while the enemies are coughing, and use the Shrapnel Grenade on them before they recover.

Escape from the area now that you're done with the objectives. You complete the third memory sequence and earn the "Making New Friends" achievement/trophy as this completes.

Memory Sequence 04 begins in Marais Rocheux, in the center of River Valley.



Sequence 04

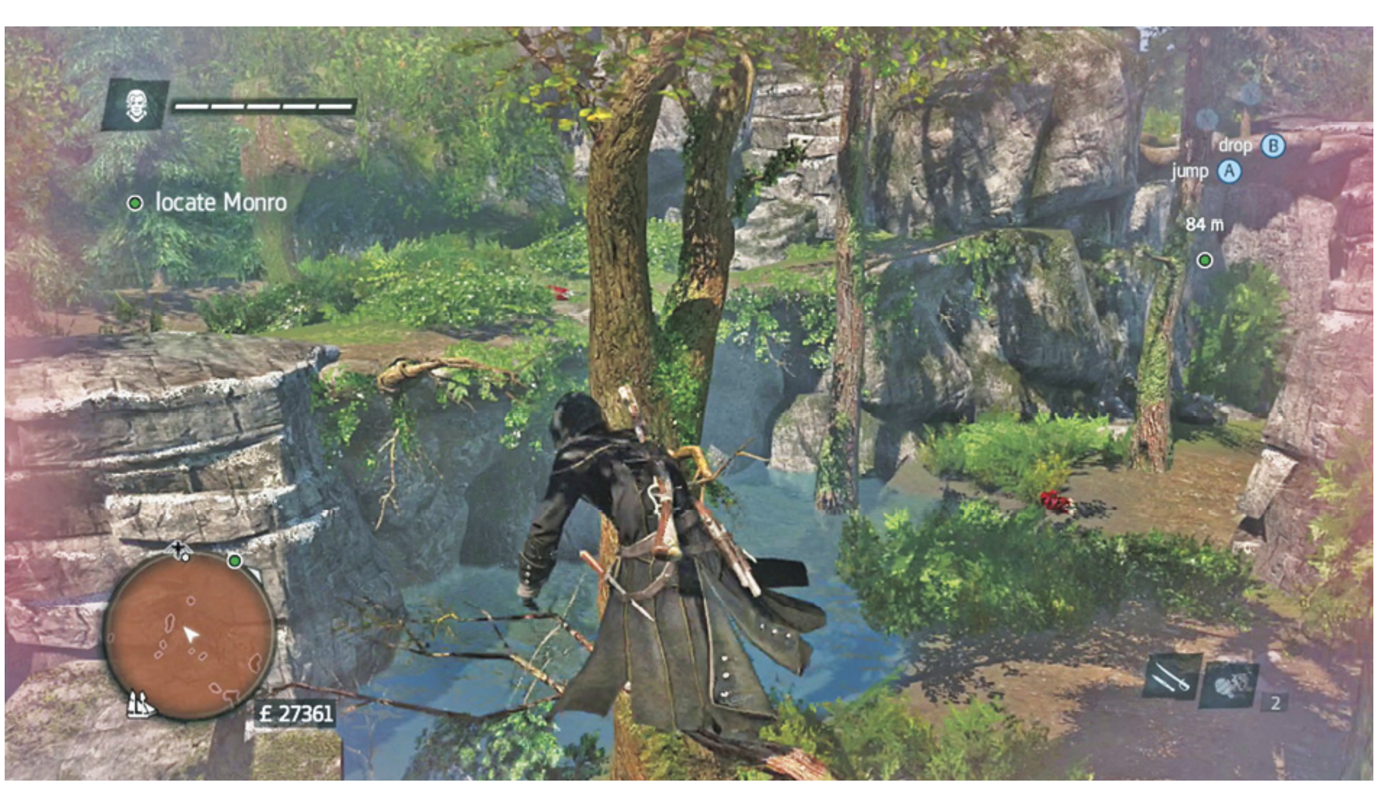
Memory 01: Honour and Loyalty

(SEQUENCE 04, MEMORY 01)

Go to Marais Rocheux and dock your ship. Disembark and walk uphill to have a quick meeting. Leave afterward and go to find Monro.

LOCATE MONRO

Optional: Do not take any damage



Take a careful approach toward the next waypoint. There are Assassins littering the forest, and though you're not in tremendous danger, it's easy for them to hit you and break your optional objective if you are hasty. There isn't a time limit here, so slow down. Use Eagle Vision if you think there are enemies close by, and either steer clear of them, lure them out for a kill, or be super gutsy and draw them into a counter so you can kill them instead.

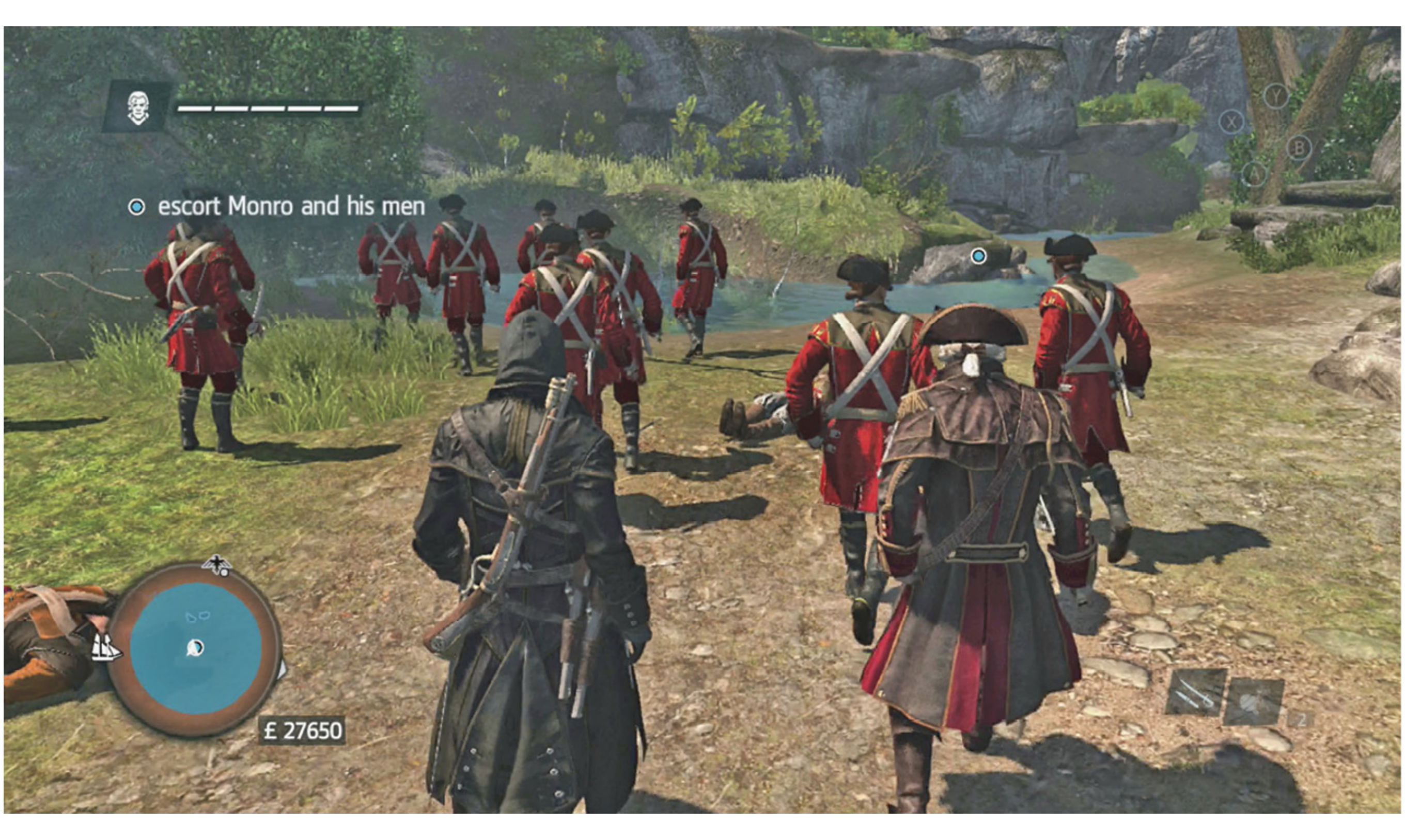
Go through the natural arch in the rocks in front of Shay, and use the upper branches of the trees to continue toward the waypoint. This gets you past a number of the Assassins without having to fight them.

Maneuver toward the cliffs that are ahead and on the left side of the path. Two Assassins are over there; one is on the ledge where you land, and the other is slightly higher up. Once you reach terra firma, use Eagle Vision to spot these Assassins. Defeat or avoid them so that you can reach your objective and get credit for this section.

Climb to the edge of that cliff area. You spot Monro and his British troops in the valley below. They're under attack, so shuffle down the cliff as safely as you can and then leap into the leaves that are nicely positioned at the bottom of the chasm.

Fight off Monro's attackers and get your bearings.

ESCORT MONRO AND GO AFTER THE ASSASSIN'S LEADER

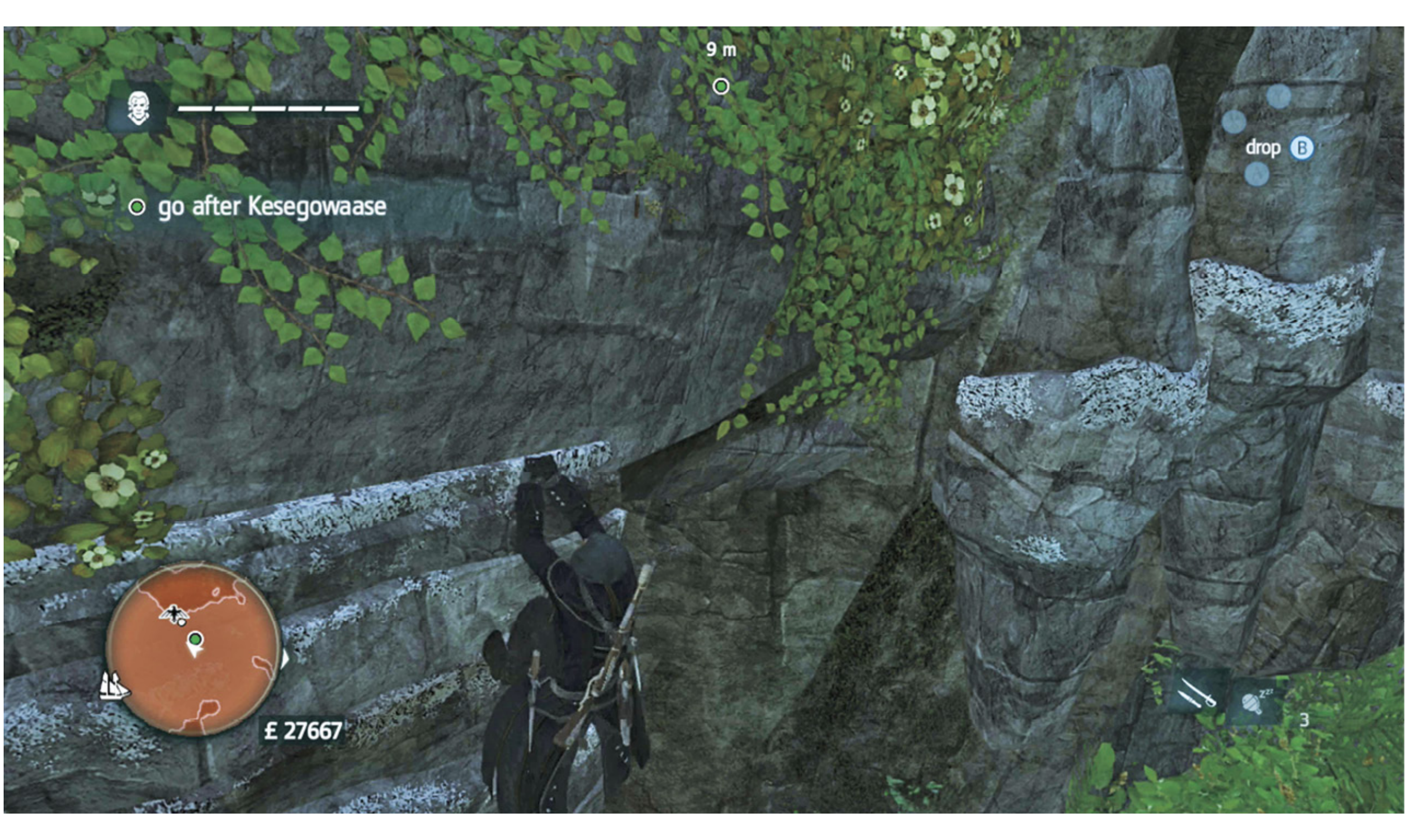


Walk with Monro and keep your eyes peeled for more Assassins. However, there is a brief period where the two of you can talk without interruption.

This ends when the formation enters a narrow valley. The enemy leader orders a unit of attackers to come down after you. There's a small but frantic fight that you have to win before the enemies can bring Monro down. Break Defense and then attack to kill these enemies without too many problems, and as always look for counter opportunities.

For even more efficient kills, attack the enemy scouts from behind when they're already engaging the British soldiers. Shay can score instant kills this way without risking himself, and he'll really help out the British by doing it.

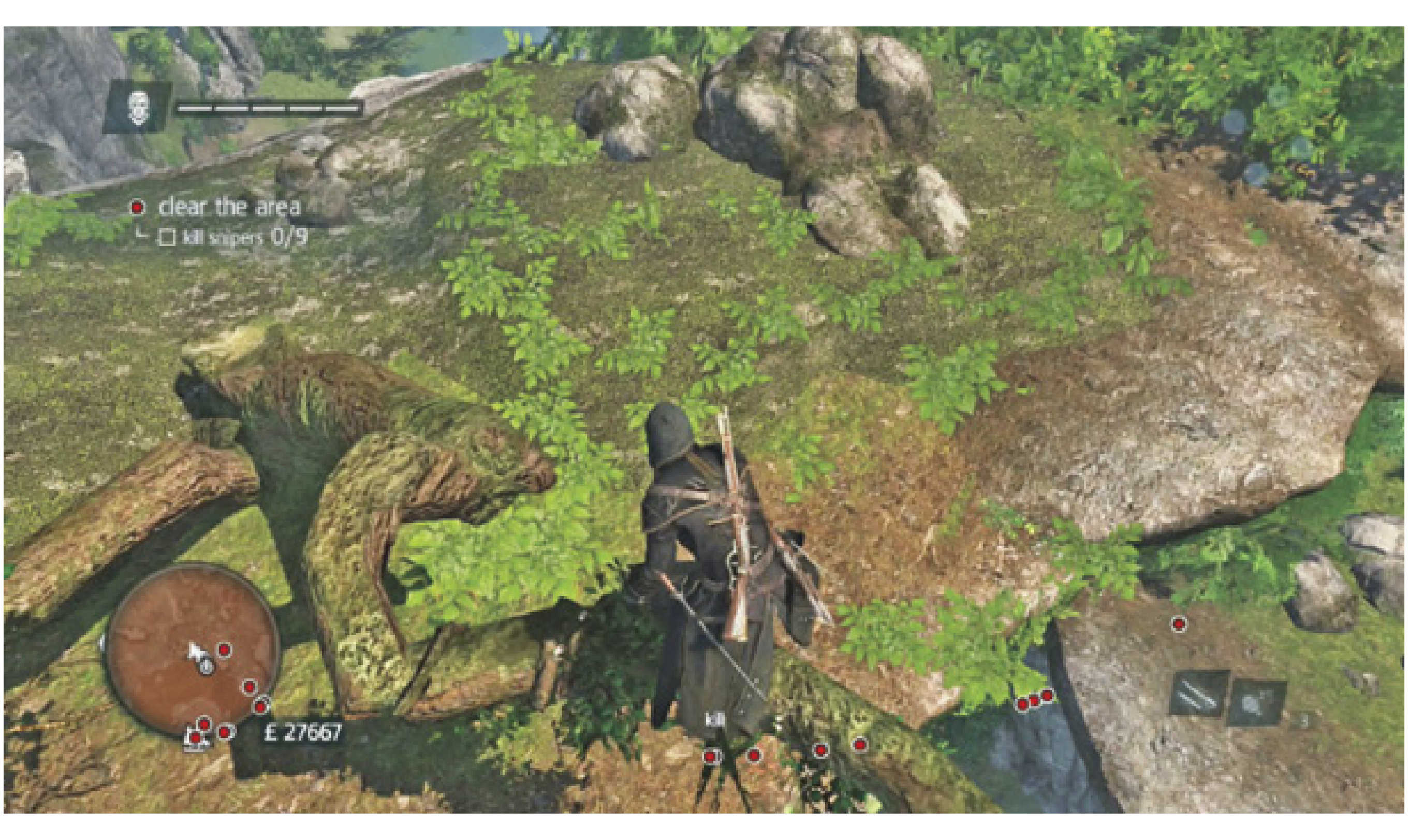
Climb the cliffs once the battle ends, and pursue the lead Assassin before he's able to launch additional attacks on Monro's troops.



Go up the gray cliff wall and head right to find the way that leads to the top. Grab a Viewpoint while you're up there, and look over the path ahead.

CLEAR THE AREA

Optional: Do not get detected

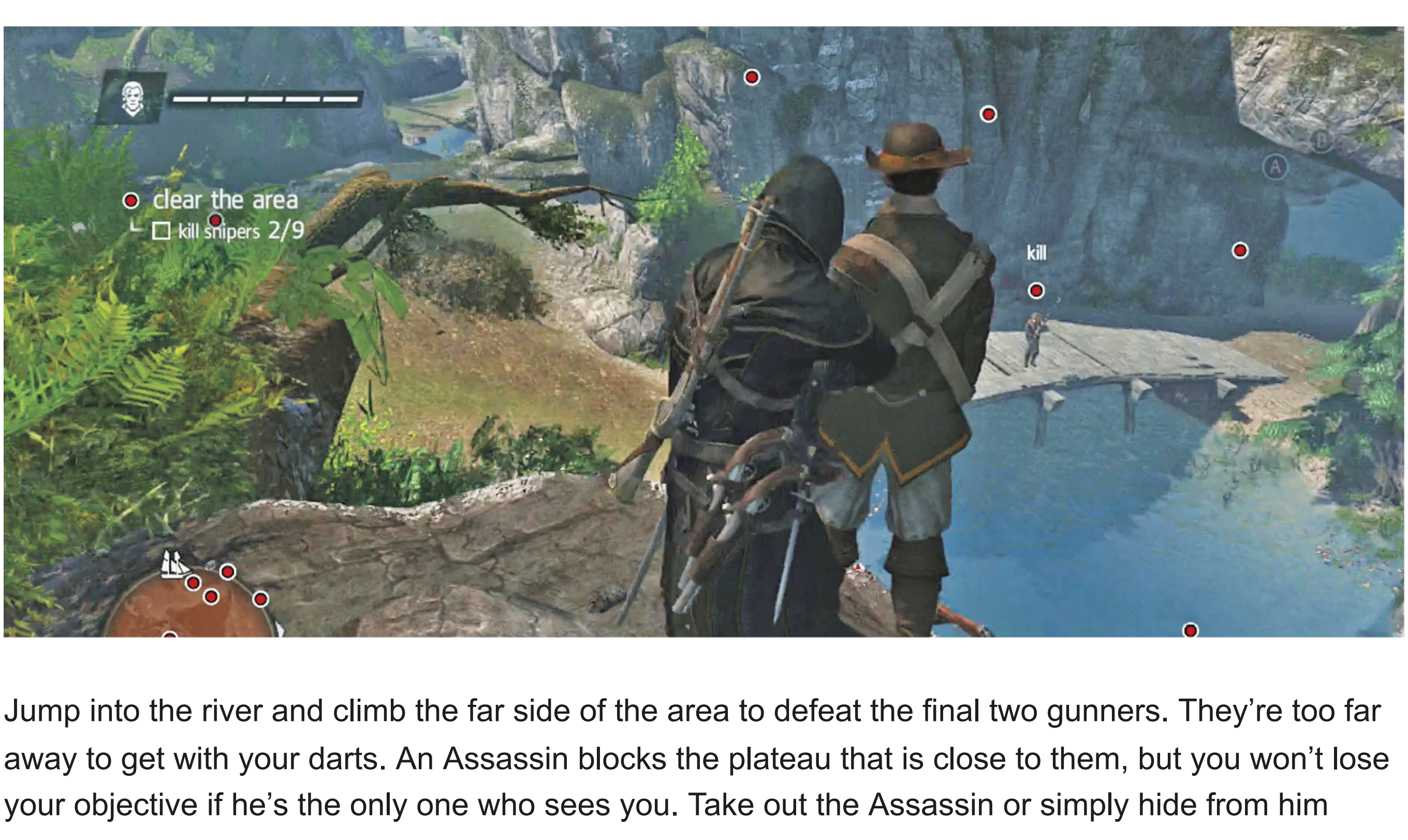


There are nine gunners along the upper hills of this region. They're ready for a fight, but they're not expecting you. It looks like an easy stealth run. It might not be. Assassins are in the bushes to protect those gunners, and you lose your optional objective if the snipers spot you.

Don't try to get everything done with just your blades. You can make this much easier on yourself. Berserk Darts are a magic weapon in this scenario. They'll turn the greatest strength of your opponents back on itself: The snipers have a great view of the valley and of each other. If you make them go berserk, they'll kill each other and eventually die off from the effect of the darts or will get shot or stabbed by an Assassin. This is extremely effective, and you won't have to put yourself in harm's way.

Wait at the Viewpoint for the first sniper on the right to get as close as he can. This foe usually spots you if you try to do anything with your melee weapons along the left side of the valley. Use a Berserk Dart on him. He'll likely score a kill against another sniper and then get knifed by his Assassin ally or shot from afar. Even if he doesn't, the poison will kill him eventually.

Continue this with the snipers on the left cliffs, and stay higher up to avoid the stalkers.



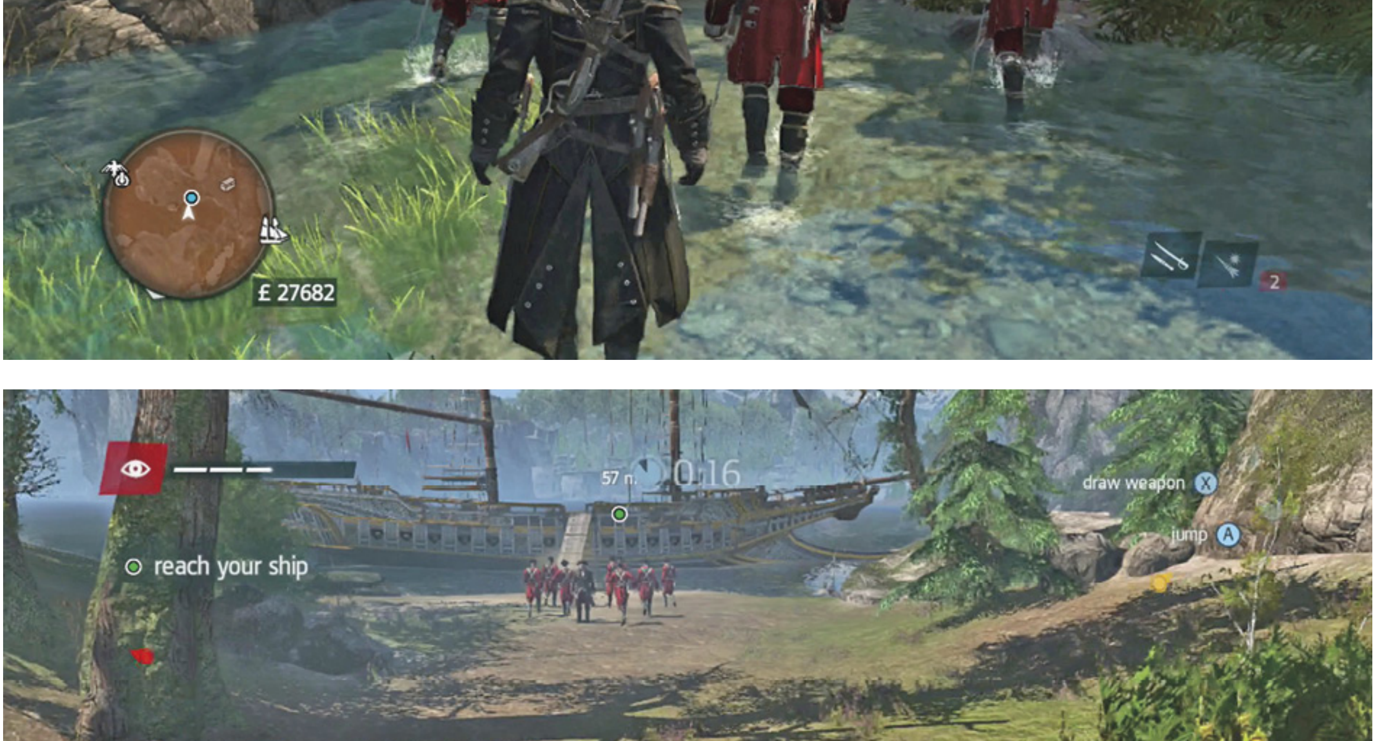
Jump into the river and climb the far side of the area to defeat the final two gunners. They're too far away to get with your darts. An Assassin blocks the plateau that is close to them, but you won't lose your objective if he's the only one who sees you. Take out the Assassin or simply hide from him while you shoot a Berserk Dart the last sniper and wait out the carnage from that attack.

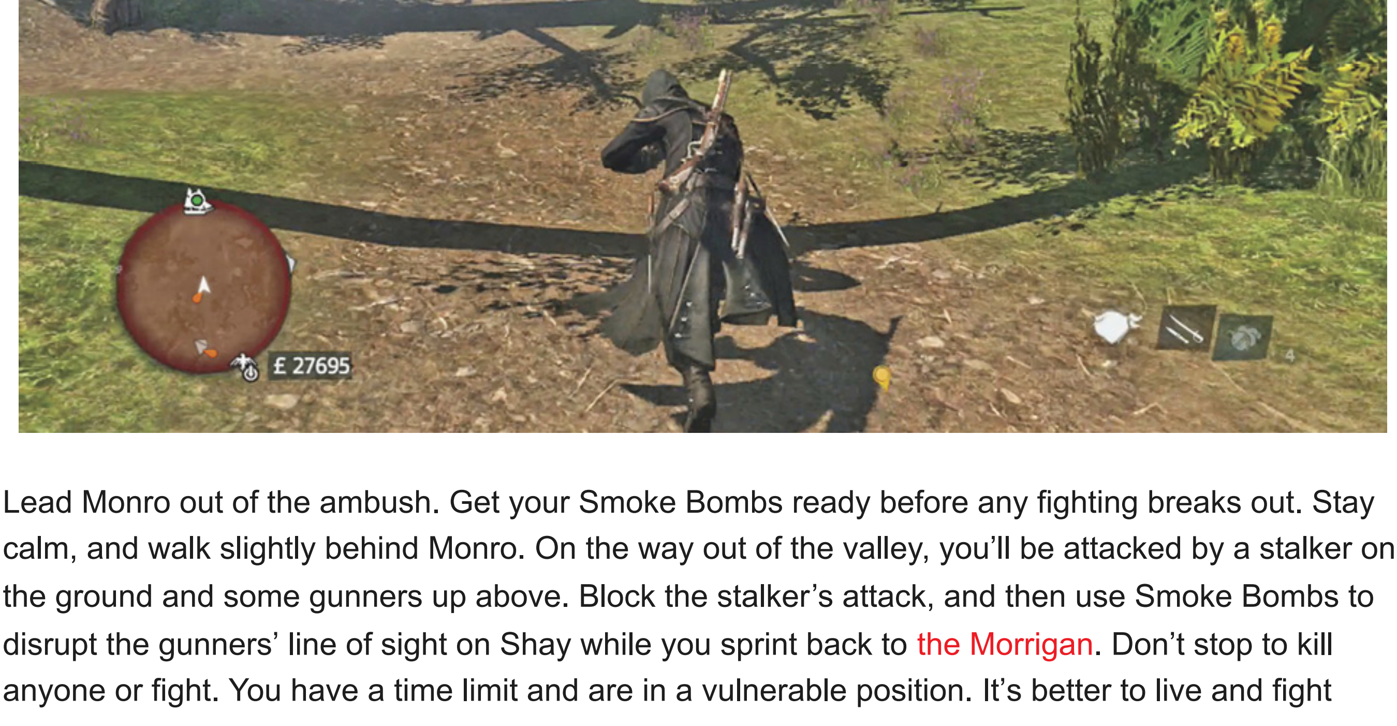
If you're in the mood for faster kills, you can do the first half of the valley using keen stealth tactics. To do that, move quickly at the beginning. Hurry to the left side of the valley and use an air assassination to kill the first man below. Run forward onto a fallen tree and repeat this aerial attack against the nest gunner.

Climb up the rocks to get the third target, and then switch to darts for the enemies at range (including the fourth gunner on the left, who is protected by a hiding stalker).

Clear the entire valley and join Monro once you've gotten full credit for this.

ESCORT MONRO AND HIS MEN TO THE SHIP



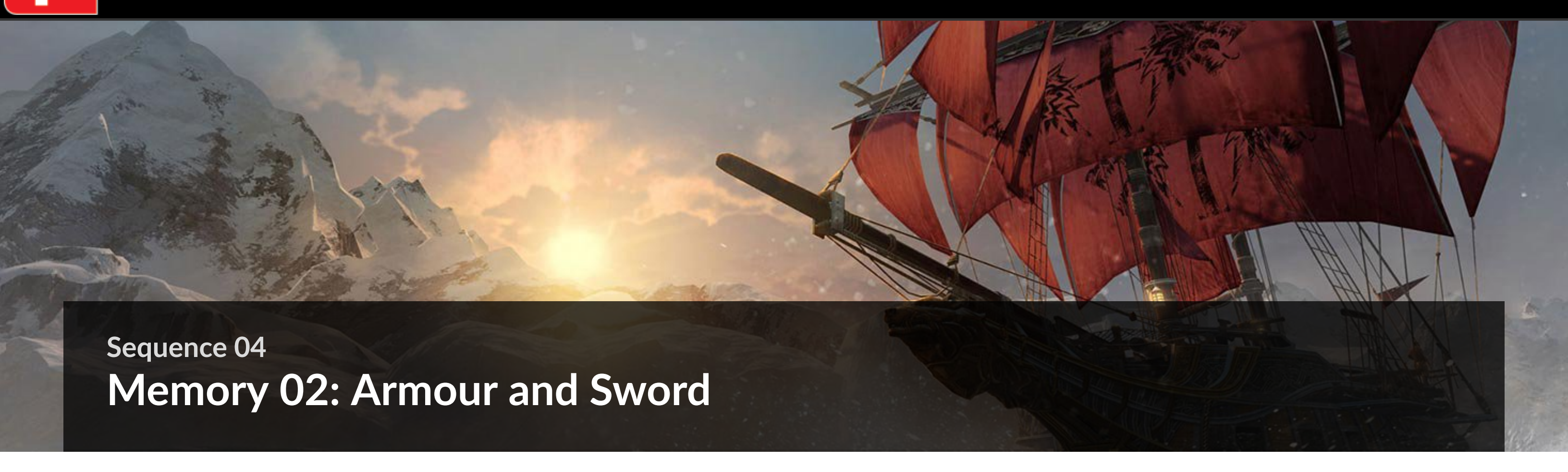


Lead Monro out of the ambush. Get your Smoke Bombs ready before any fighting breaks out. Stay calm, and walk slightly behind Monro. On the way out of the valley, you'll be attacked by a stalker on the ground and some gunners up above. Block the stalker's attack, and then use Smoke Bombs to disrupt the gunners' line of sight on Shay while you sprint back to the Morrigan. Don't stop to kill anyone or fight. You have a time limit and are in a vulnerable position. It's better to live and fight another day.

This ends the memory as your people reach the ship and leave.

Sail to the western edge of River Valley and use the channel near Fort Soleil to reach your next mission target. There are quite a few harbors along the way, and this is a great time to grab waypoints, money, resources, and collectibles if you haven't already been through the area.

Stop when you reach the Old Growth Forest. Your waypoint is there.



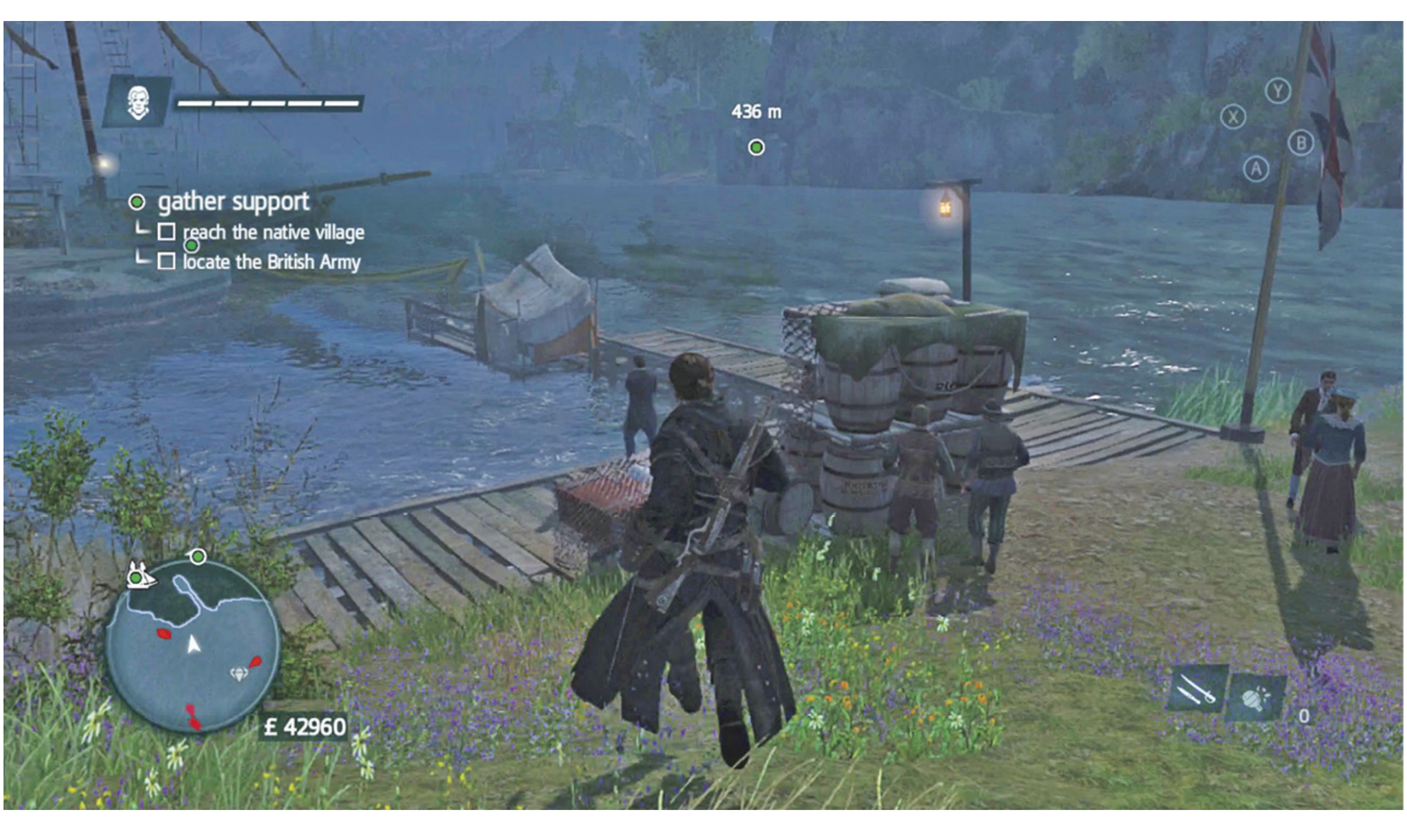
Sequence 04

Memory 02: Armour and Sword

(SEQUENCE 04, MEMORY 02)

Talk to Monro in the Old Growth Forest. You still have Assassin problems in the region, and it's time to clean those up. There are two locations ahead that require your assistance. You can take them out in any order, so read ahead and reverse our choice if you like. There aren't any big spoilers to worry about, so you're safe reading all of this memory right now.

GATHER SUPPORT


436 m
gather support
☐ reach the native village
☐ locate the British Army
£ 42960

Location: Old Growth Forest

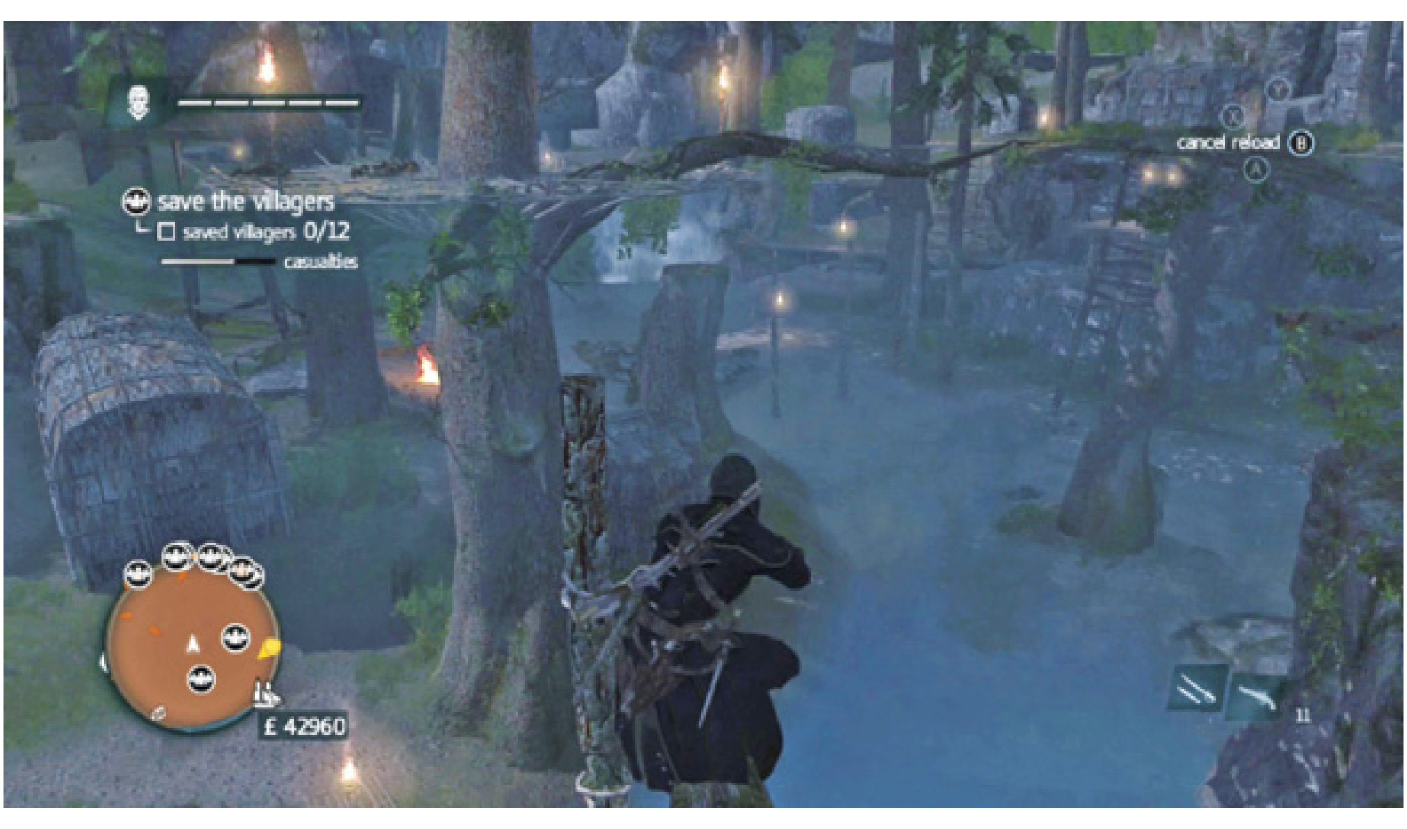
POINTS OF INTEREST	NUMBER OF ITEMS
Chests	9
Viewpoint	1
Animus Fragment	4
Shanty	1
Prosperity	1
Letter	1
Viking Sword	1
Templar Map	1
Cave Painting	1
Renovations	2
Hunting Challenge	2
Harbormaster	Yes
Hare	N/A
Gray Wolf	N/A
Deer	N/A

Location: Orenda

POINTS OF INTEREST	NUMBER OF ITEMS
Chests	2
Viewpoint	1
Animus Fragment	1
Shanty	1
Templar Map	1
Cave Painting	1
Hare	N/A

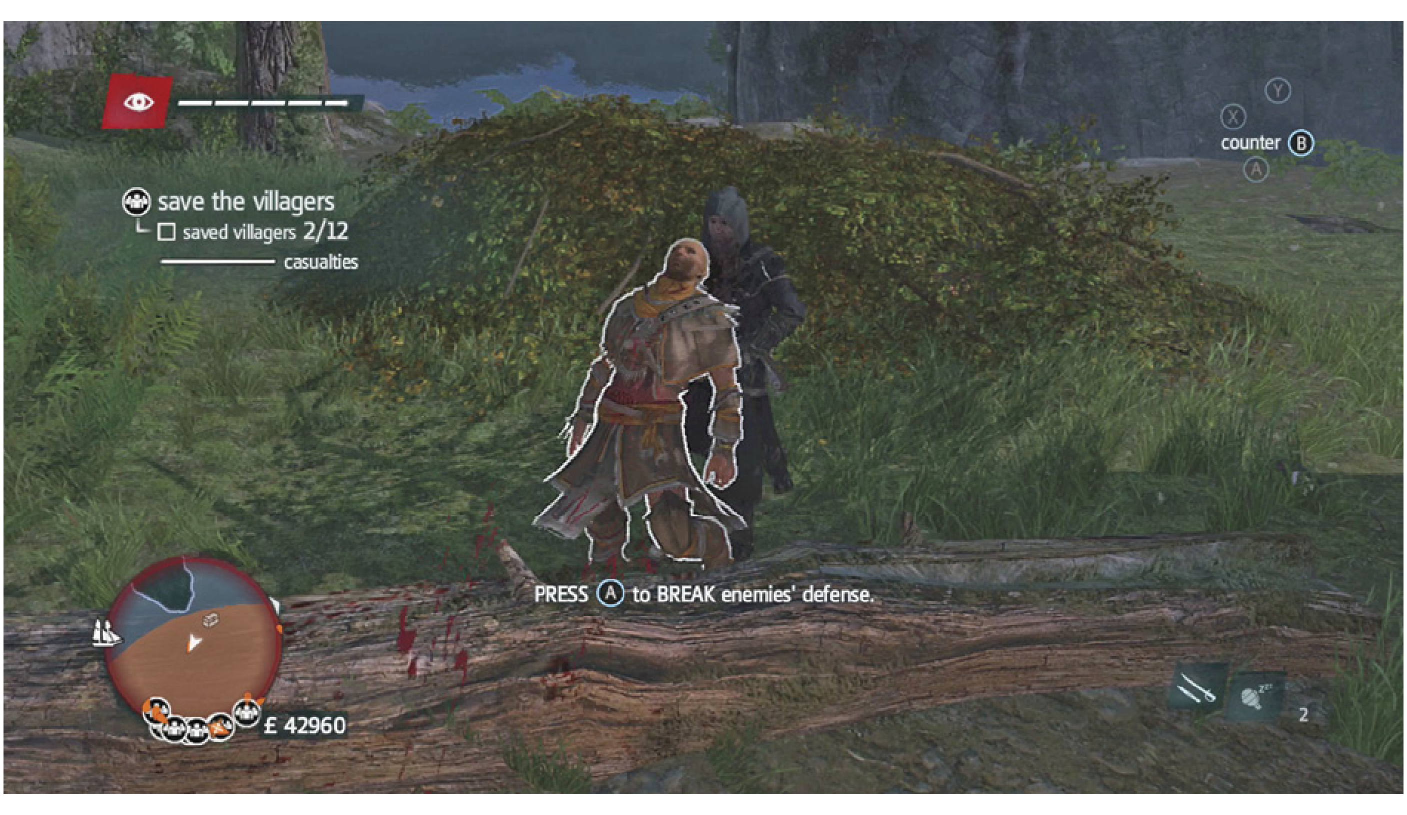
Return to your ship and sail north for just a brief moment. Disembark along the eastern shore, at Orenda. Scale the cliff to get a good view of the native town on the other side. You need to save 12 villagers before many of their kin are executed by the bandits.

This is tougher than it sounds, because almost all of the villagers are being watched by foes with loaded pistols (that are aimed at the people's heads). Any sign of distress and the bandits will kill their hostages without any regard to the consequences.


save the villagers
☐ saved villagers 0/12
casualties
cancel reload
£ 42960

Stay high off the ground whenever possible. This gives you more time to watch the clusters of hostages without being spotted. If there are single bandits watching a hostage or two, then simply kill the target at range with an air assassination or pistol (using a shot to the head). Come down, save the villagers, and then return to the trees. When two people are guarding the villagers, use a Sleep Grenade to put everyone down briefly. Swoop in, kill the bandits before they wake, and save the people. It's quite reliable.

Another tactic is to use Firecracker Darts away from the captives. Draw out patrollers and stalkers, put them to sleep with a grenade, and kill the lot of them. This makes your approach to any remaining enemies that much easier. Sleep Darts and Sleep Grenades are invaluable here, and Rope Darts do really well, too, if you're facing only a single target. The enemies are spread out enough that they won't hear your victim choking, and you can save your darts for other enemies.

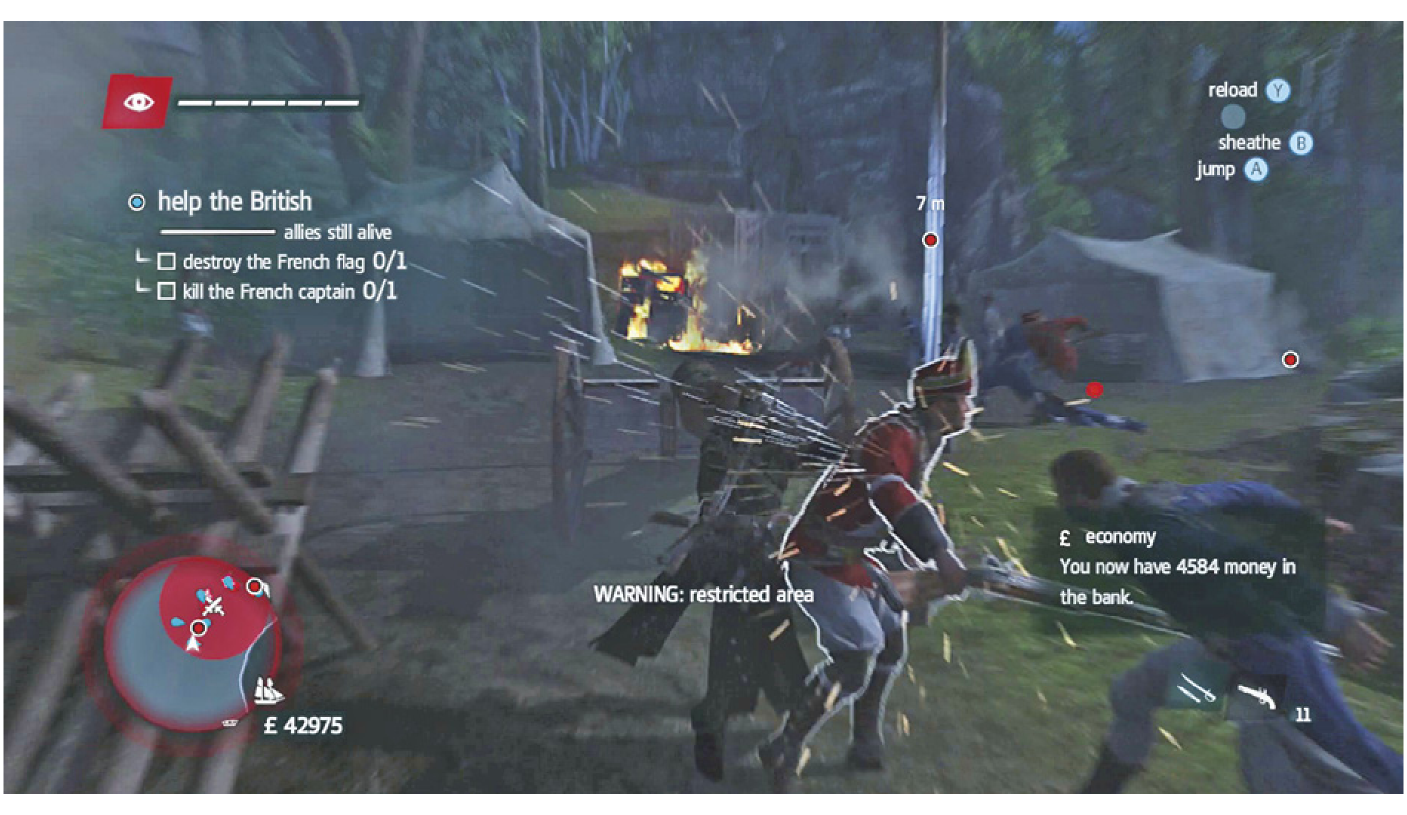

save the villagers
☐ saved villagers 2/12
casualties
counter
PRESS Ⓐ to BREAK enemies' defense.
£ 42960

You can lose some of the villagers without failing the mission, but try not to have many die.

After you save the entire village, one of the native leaders shows you an interesting thing. They have a locked area that is sacred to the tribe here. Within is a suit of armour that has a cool look and a special passive ability, and it unlocks an achievement/trophy once you get it!

To get this armour, you need to collect seven Totems and return to this place. Totems are located in cave areas in both the North Atlantic and River Valley. If you see "Native Pillar" on a map, that's your sign that a Totem is located there. This quest and the locations for it are in the "Collectibles" chapter of this guide.

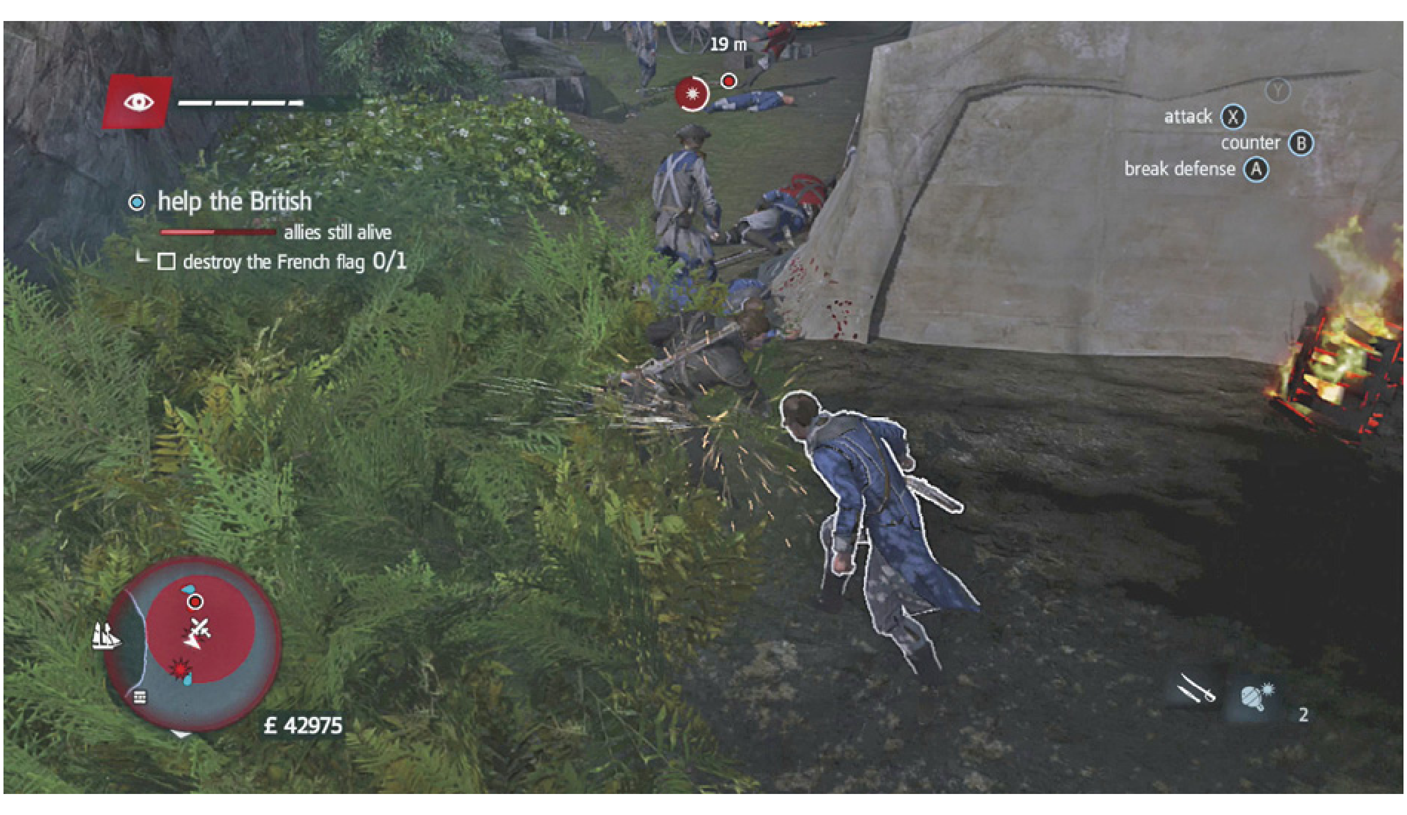
LOCATE THE BRITISH ARMY


help the British
allies still alive
☐ destroy the French flag 0/1
☐ kill the French captain 0/1
reload
sheathe
jump
7 m
WARNING: restricted area
£ economy
You now have 4584 money in the bank.
£ 42975

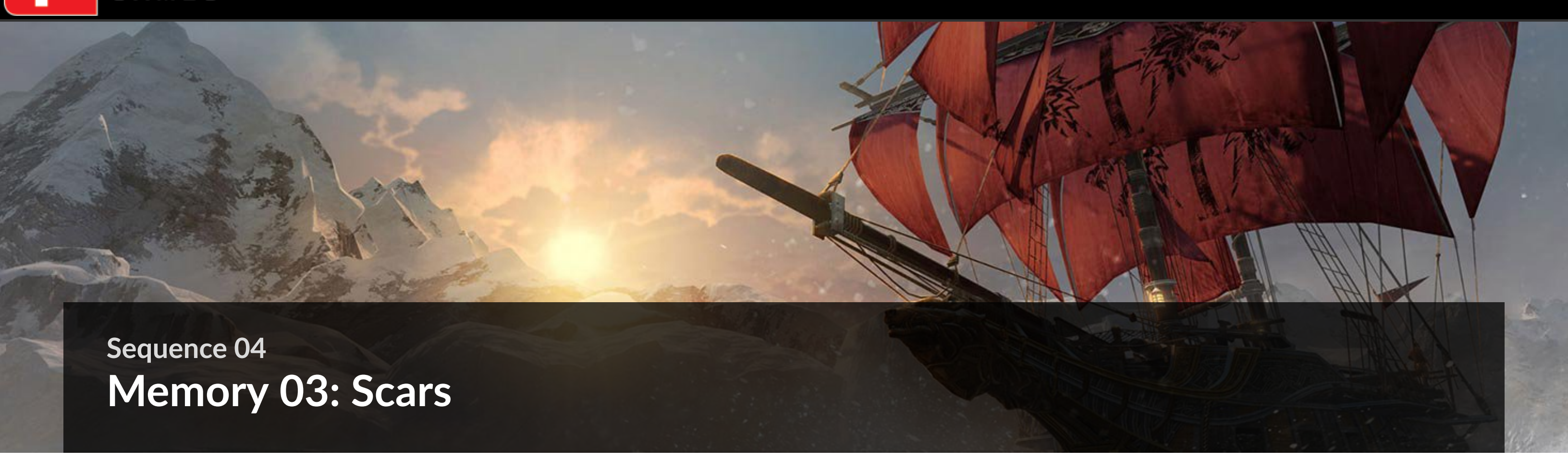
Return to your ship, cross the channel, and hurry to the assistance of the British forces that are fighting the French nearby. This is a frontier clash that lets you assist one side of the regional forces against the other.

To help the British win, run past most of the fighting and kill the French captain while he's already engaged. Shrapnel Grenades are extremely effective for this, and pistol shots are good if you're skilled enough to hit your target in the middle of a skirmish. You can also backstab the captain if he's engaged, or put the entire group to sleep and kill the French before they wake up.

Once done, look for the French flag. You have to cut it down to stop the battle. Finish any fights that are still active between Shay and the French so that you're not being targeted, and then approach the flag to cut it down. This completes the battle and the memory!


19 m
help the British
allies still alive
☐ destroy the French flag 0/1
attack
counter
break defense
£ 42975

Fast Travel back toward Albany and set sail. Go to the marked point on the water and start the next mission when you're already at sail.



Sequence 04

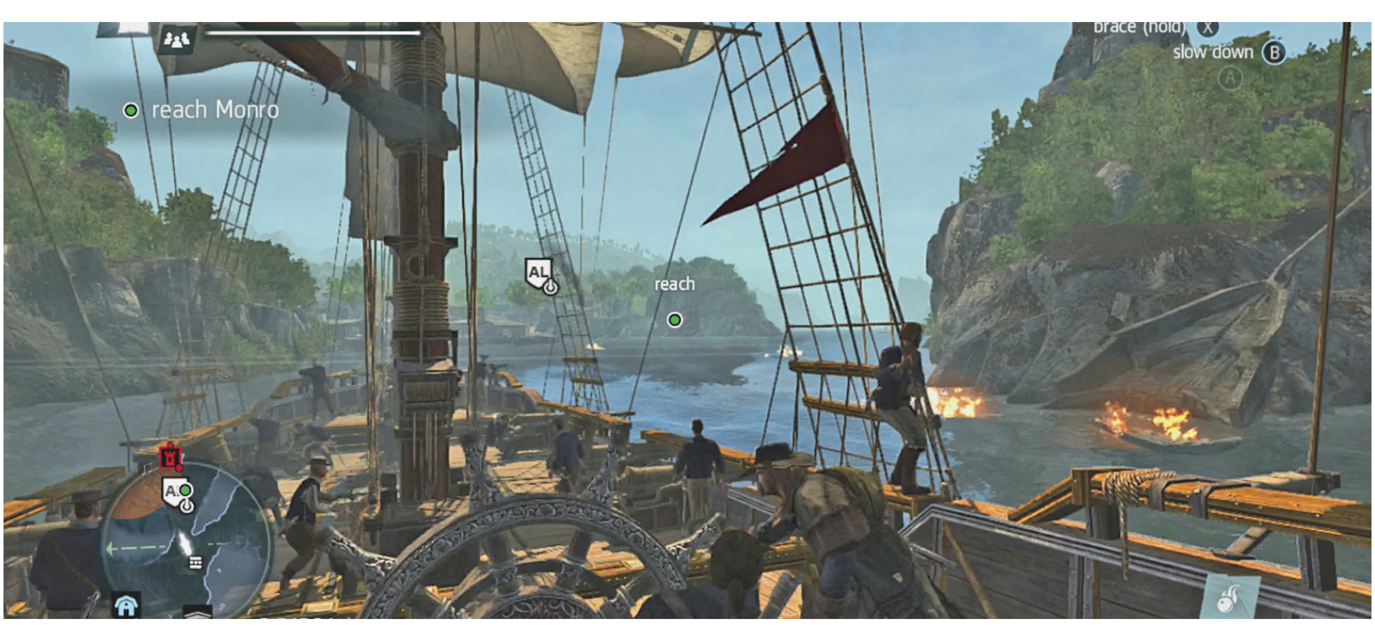
Memory 03: Scars

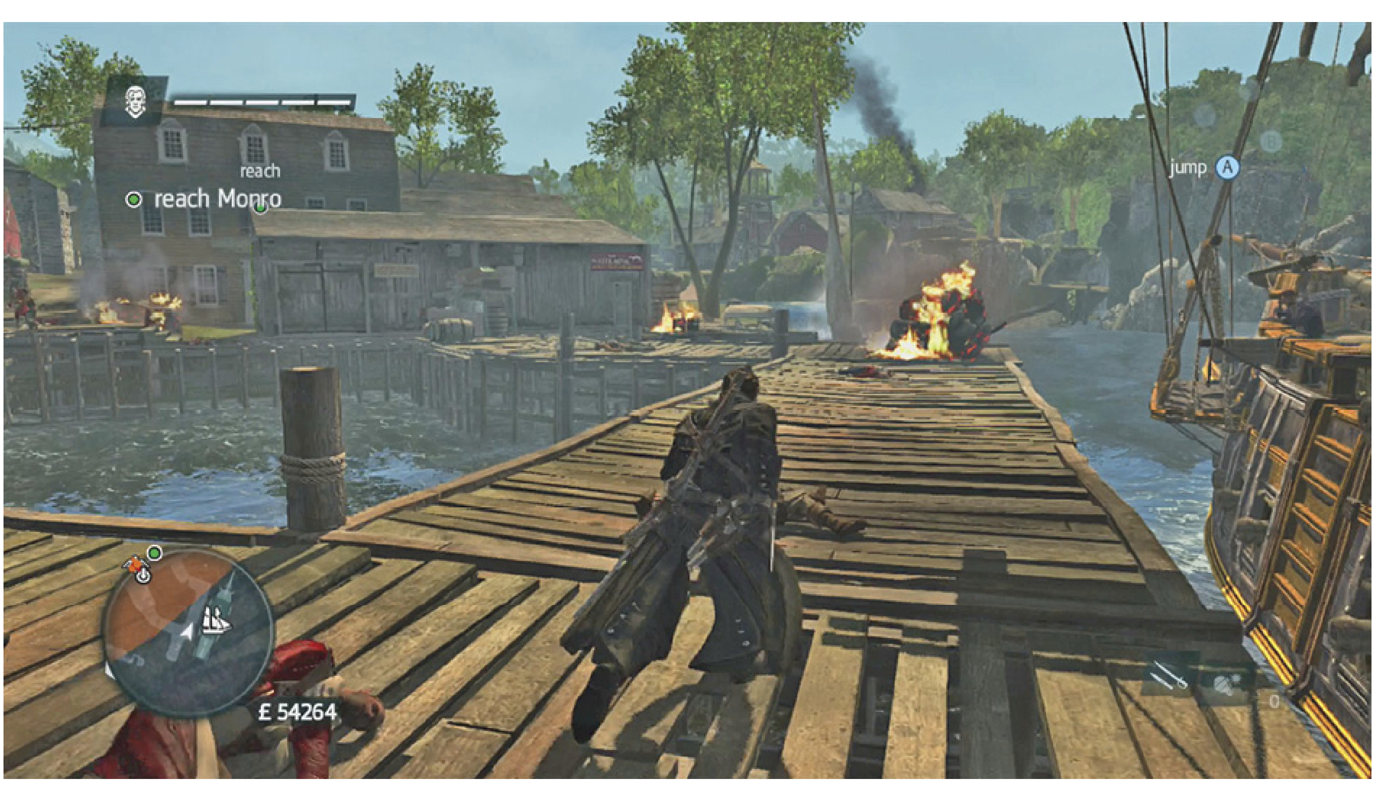
(SEQUENCE 04, MEMORY 03)

Monro, his troops, and his fort are under attack. Sail to their defense after you've replenished your supplies.

REACH MONRO

Optional: Stay out of combat





Dock at the Albany harbor. You have to make it several hundred meters inland without being spotted or doing any fighting. It's going to take a load of rooftop jumping to make this happen, so make sure that you tie your boots.

Take the right route in from the docks to avoid the initial fighting between the British forces and those loyal to the Assassins. Climb on top of the first large building you reach and stay higher up as you move through the city. You won't usually run the risk of being spotted this way, but there is a slightly tricky roadblock toward the back end of Albany. When you see a thick cluster of guards blocking the road ahead, climb to the top of the three-story house on the left. This lets you avoid the watchful eyes of the guards (they'll pick out Shay if he's moving along the awnings on the second floor).

Use a Sleep Dart on the guard in the field who is in front of the main fort. That's the last person to beat, and you're free to hop down and advance on foot after that.

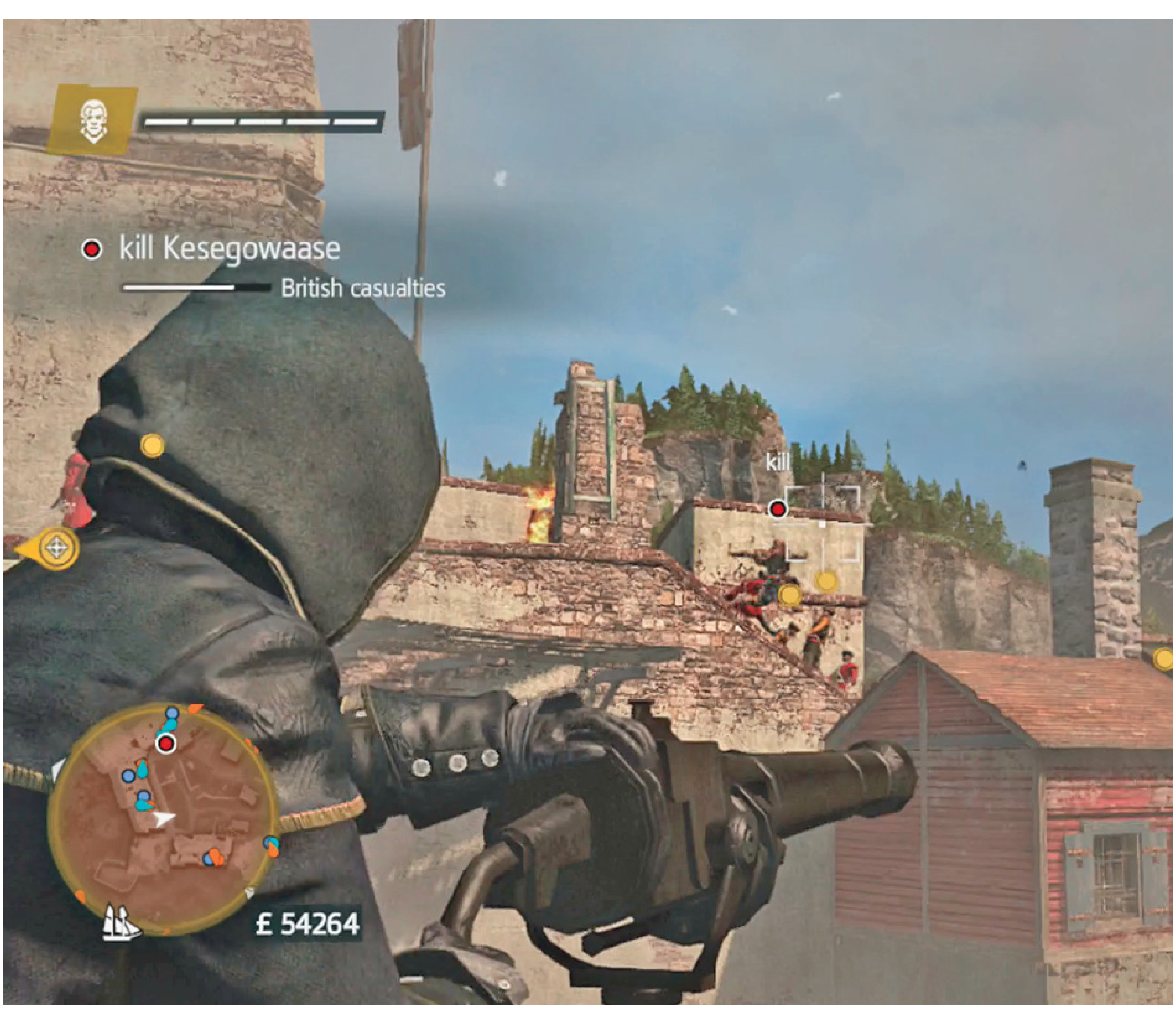
HELP MONRO CLEAR THE FORT AND KILL THE HEAD ASSASSIN

Optional: Kill the Head Assassin using a Puckle gun

Kill a dozen of the attackers before they do much damage to the British. All of the targets are swarming around the fort. It's easy to slip in behind your enemies, assassinate them, and continue to the next victim without wasting any time. You won't need to engage in many swordfights.

There are also Puckle guns on the walls above. If you want to have a shooting gallery at your disposal, climb to the parapets and use the guns to get your kills.

Meet with Monro after the first fight ends, and then go after the Assassin leader. Sprint to the parapets of the fort and chase your quarry, but don't try to catch up to him. Instead, shoot him with one of the Puckle guns that are on the edge of the parapets. Man those as soon as you find them, and fire ahead of the leader so that he runs into the slow-moving shots. He'll take massive damage.



Sometimes your opponent stops to slice at the British soldiers on the walls, and that gives you even more of an opening to bring him down. Watch for the target to approach groups of fighting soldiers and bandits, and fire into the fray. It's a mean trick, but it's highly effective.

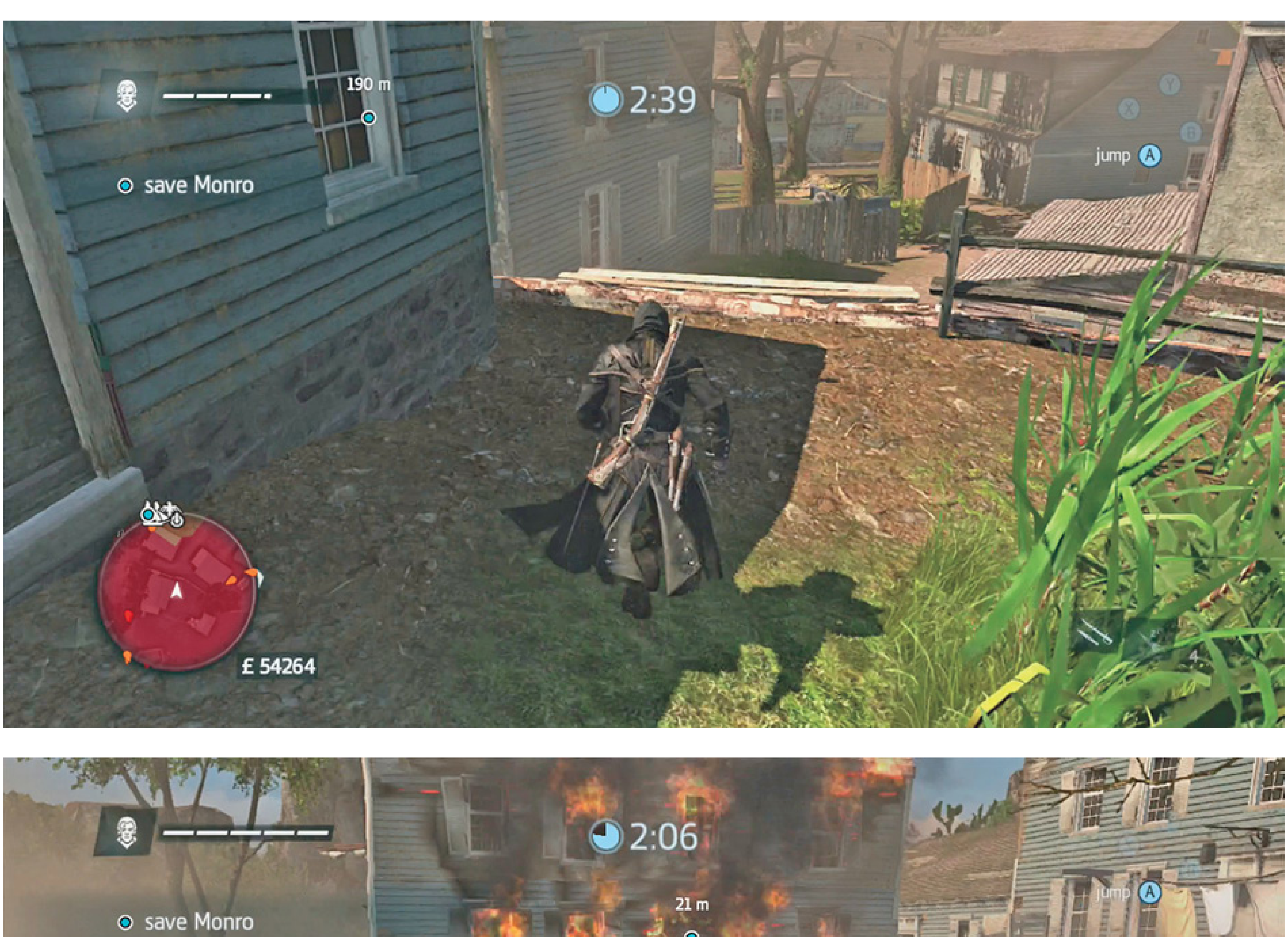
After several volleys, you kill the Assassin and Shay gets to talk to him. Sometimes your opponent stops to slice at the British soldiers on the walls, and that gives you even more of an opening to bring him down. Watch for the target to approach groups of fighting soldiers and bandits, and fire into the fray. It's a mean trick, but it's highly effective.

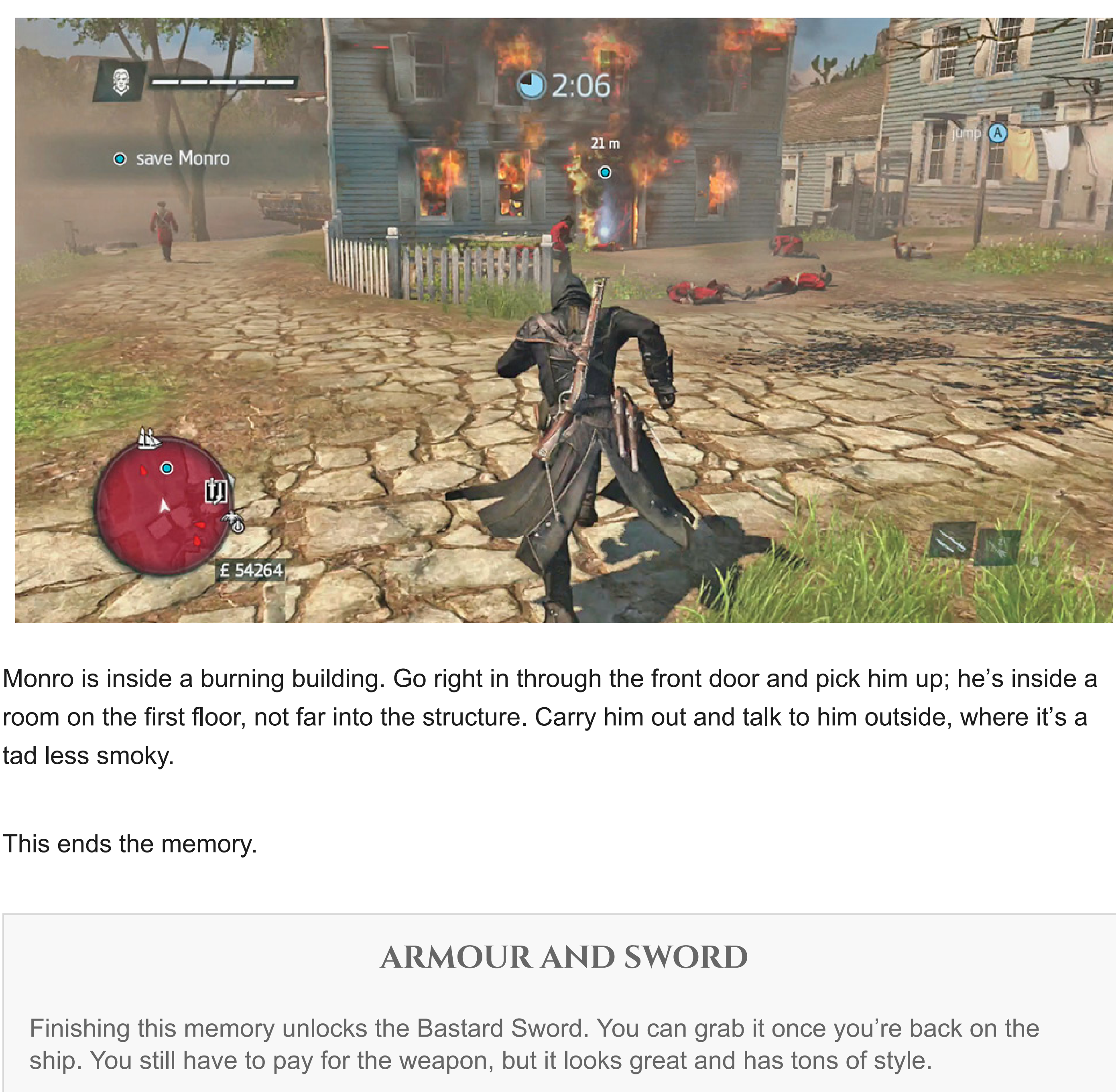
After several volleys, you kill the Assassin and Shay gets to talk to him.

GET TO MONRO

You find out more from the enemy's leader before he dies. Instead of waiting to finish the fight here at the fort, get up and run out of there. Leap over the crenulations on the parapet wall if you want to save even more time, though this causes Shay to take fairly heavy damage.

Go back through Albany as fast as your legs can carry you. Don't get onto the rooftops; you lose a bit of time climbing. And don't engage anyone in battle. Not many people are left to attack you anyway, because the British have gotten the upper hand in the attack.





Monro is inside a burning building. Go right in through the front door and pick him up; he's inside a room on the first floor, not far into the structure. Carry him out and talk to him outside, where it's a tad less smoky.

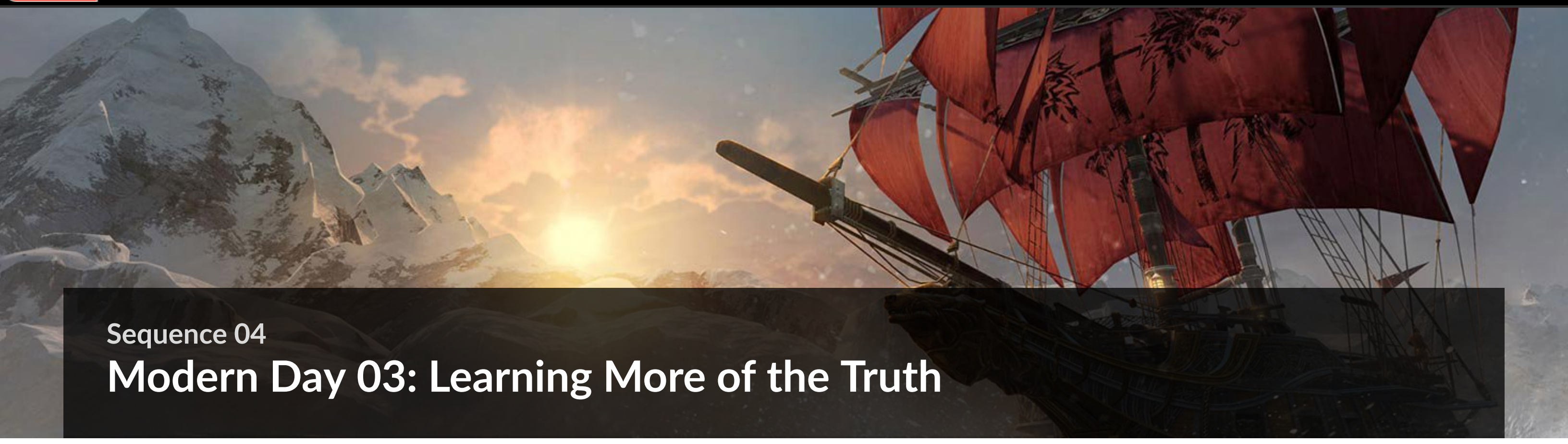
This ends the memory.

ARMOUR AND SWORD

Finishing this memory unlocks the Bastard Sword. You can grab it once you're back on the ship. You still have to pay for the weapon, but it looks great and has tons of style.

Shay returns to New York and has a meeting in Greenwich. See this through to the end.

This unlocks the achievement/trophy "Picking Teams."



Sequence 04

Modern Day 03: Learning More of the Truth

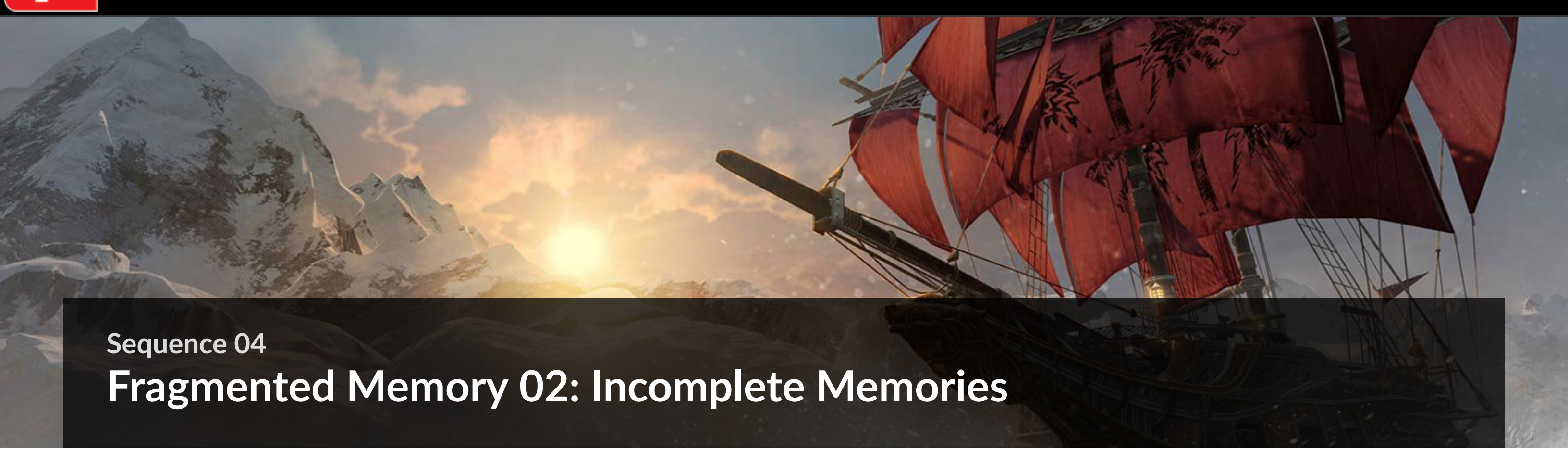
(MODERN DAY 03)

You’re back in the Abstergo office. Stretch your legs while taking the elevator up to the 15th floor. You have a brief meeting up there, and you get Level Two Security access to the building. That unlocks the doors that have a “2” on them, so there are more Tablet Documents and computers available at this time.

Also, there’s a server to repair on this floor (it’s a piece of cake). Attend that before going back down to your cubicle.

There is a security door on the eastern side of the second floor. Get both computers over there, if you wish. Return to your main cubicle to unlock “A Worthy Cause” and to start another broken fragment of memories.

BAPTISTE
1725 - 1766



Sequence 04

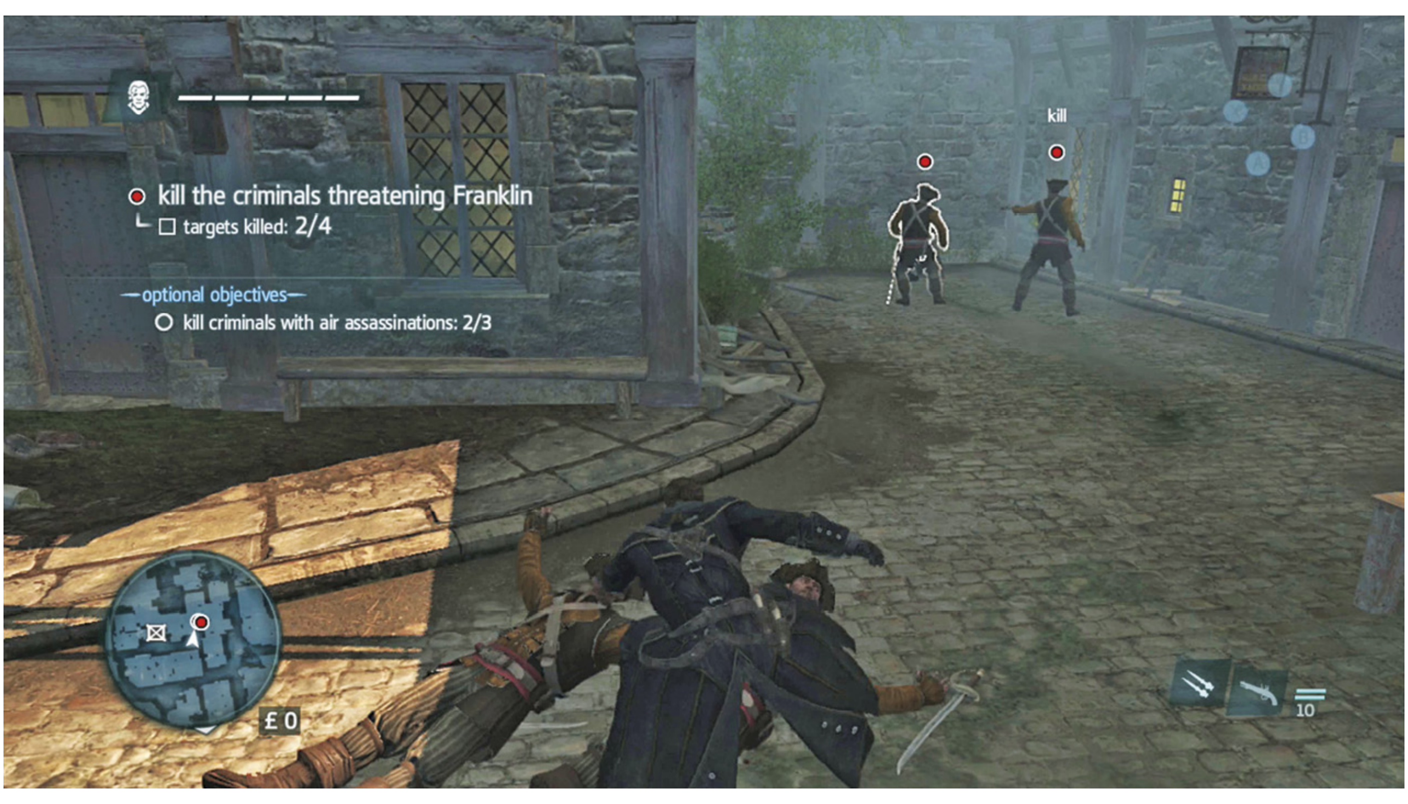
Fragmented Memory 02: Incomplete Memories

(FRAGMENTED MEMORY 02)

Another glitch hits the Animus program and sends you into a future portion of Shay's memories.

LOCATE THE DIGNITARY

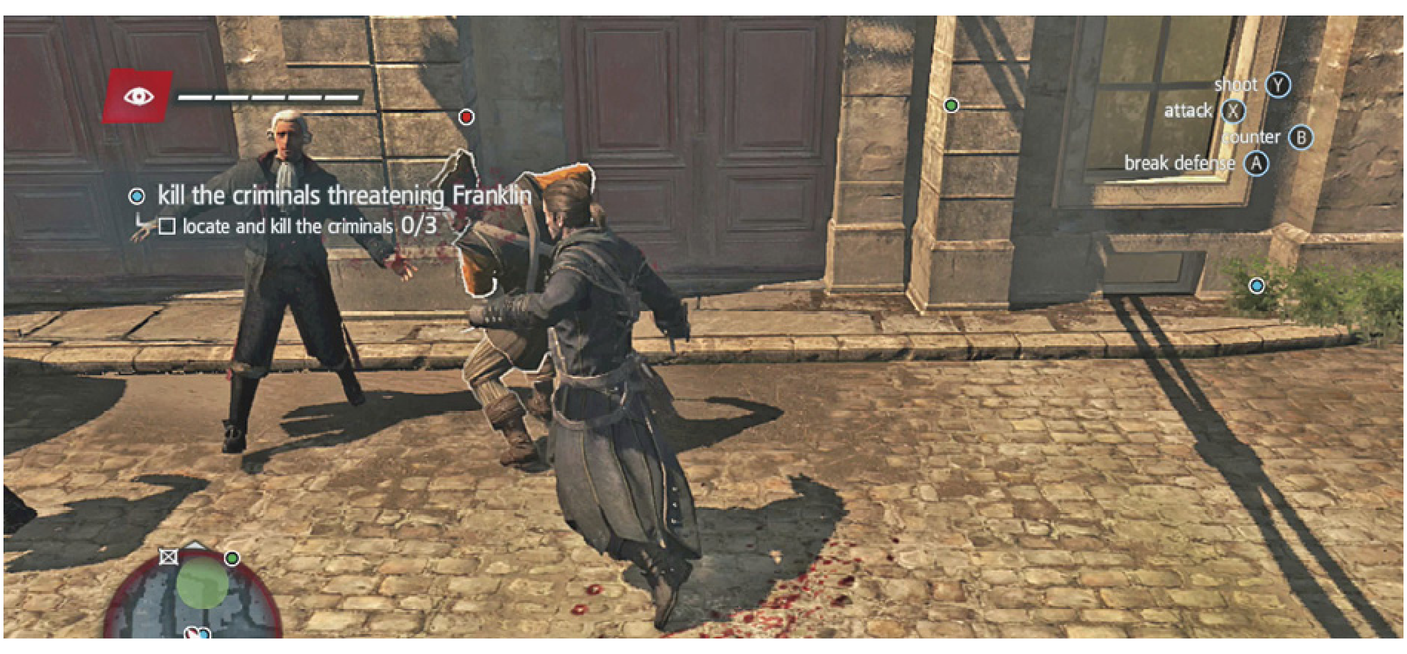
Optional: Kill three criminals with air assassinations



kill the criminals threatening Franklin
☐ targets killed: 2/4
—optional objectives—
○ kill criminals with air assassinations: 2/3
kill
£ 0

You are in Paris again, but you aren't the only one from the colonies who is out there. Look for the dignitary you met a long time ago; he is here in the city. Climb onto the tops of the buildings and use Eagle Vision while looking on the left side of the marked circle on your map. The dignitary is there, but he's being accosted by four thugs. Use a double air assassination to kill the closer of the pair, and then climb back to the rooftops. Repeat this technique to finish the goal and to earn your optional objective.

KILL THE CRIMINALS



kill the criminals threatening Franklin
☐ locate and kill the criminals: 0/3
attack
counter
break defense

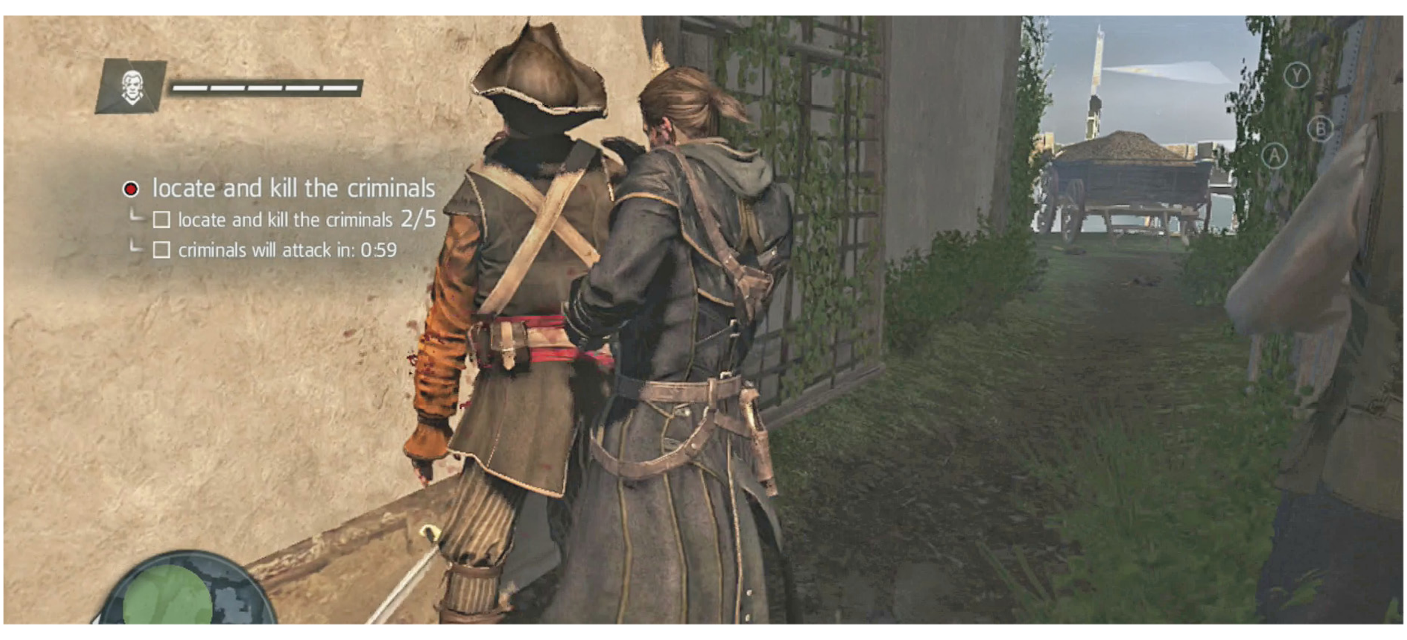
Follow your American friend and walk slightly ahead of him. There are three new marked circles on his path. Prepare for enemies to come after the man; your job is to take them out whenever they pop up. If you wait until you're beside the stalkers or behind them, you can take them down instantly and continue on the path. These guys are here to kill their target; they don't have any knowledge of Shay and can do almost nothing against him.

If you can't see who to attack, use Eagle Vision once you're well inside each circle and look for the targets that show up. Kill those guys before they can attack your ally.

As long as the enemies fall, the dignitary soon reaches his house.

LOCATE AND KILL THE FIVE REMAINING CRIMINALS

Optional: Kill all targets within the allotted time

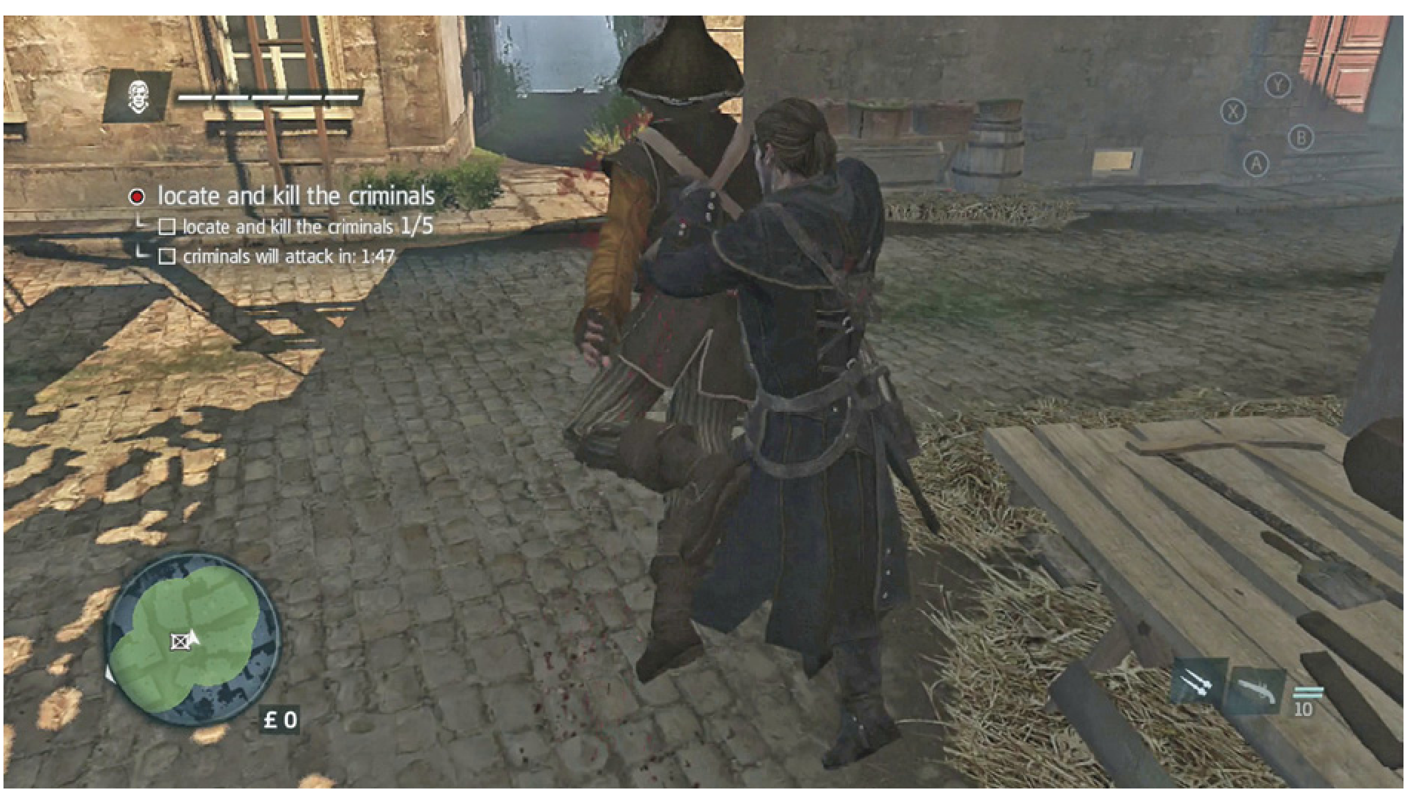


locate and kill the criminals
☐ locate and kill the criminals: 2/5
☐ criminals will attack in: 0:59

There are five more killers in the area. Your ally is in the central market and won't be attacked for almost two minutes. You can't get far from him without leaving the dignitary exposed, but none of the enemies are very far away. You need to get them down quickly, so we'll tell you where to look. The targets are always near the same spots, so there isn't much guesswork once you know where to look.

Use Eagle Vision or look for the armed men who are wearing yellow coats. Kill them without mercy. This is essentially an Assassination Interception mission (there are 12 more of these in Shay's past that you can work on later).

- **Criminal #1**: Walking into the central market
- **Criminal #2**: Near an ally, by the central market
- **Criminal #3**: Up high on scaffolding, east from the market
- **Criminal #4**: Up high on scaffolding, southwest from the market
- **Criminal #5**: Close to the fourth criminal, standing on a rooftop to the southwest



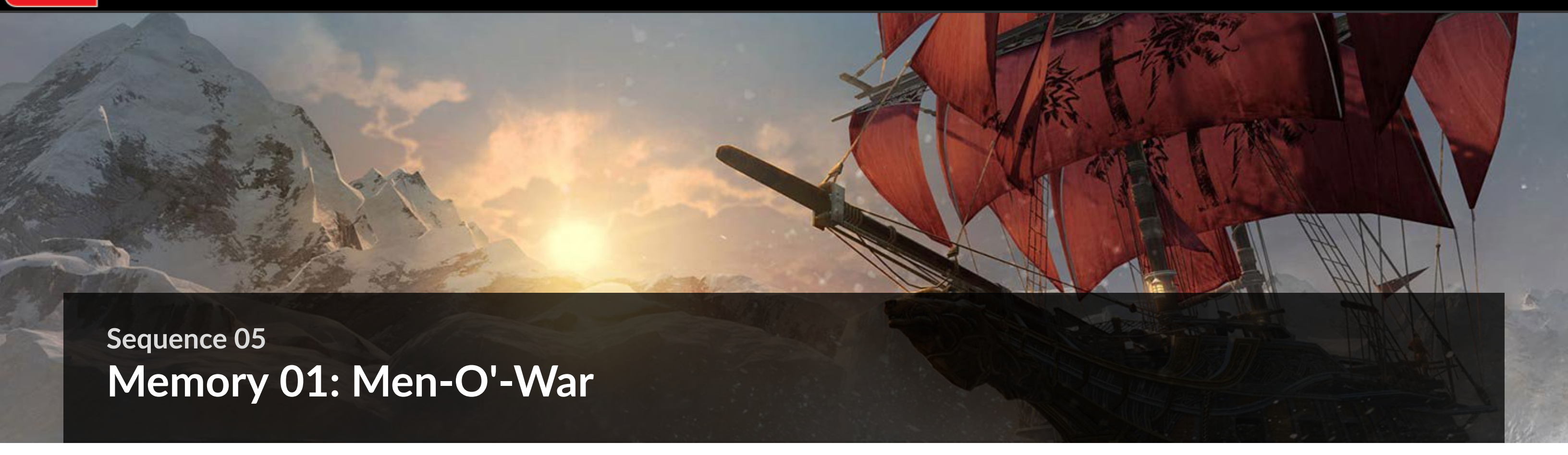
locate and kill the criminals
☐ locate and kill the criminals: 1/5
☐ criminals will attack in: 1:47
£ 0

Eliminating all of your enemies before the time limit grants a small bonus to your synchronization for this section and ends the memory fragment.

You return to Shay's main story, beginning Sequence 05. Sail through the North Atlantic, and look in the northeast for a man-o'-war that is captained by one of Gist's friends.

CONTINUING WITH FLEET MISSIONS

You can only get so far into the Fleet Missions without advancing the main story. If you're stuck trying to reach Cartagena, you are now in luck. The next section of Fleet Missions have just been unlocked.



Sequence 05

Memory 01: Men-O'-War

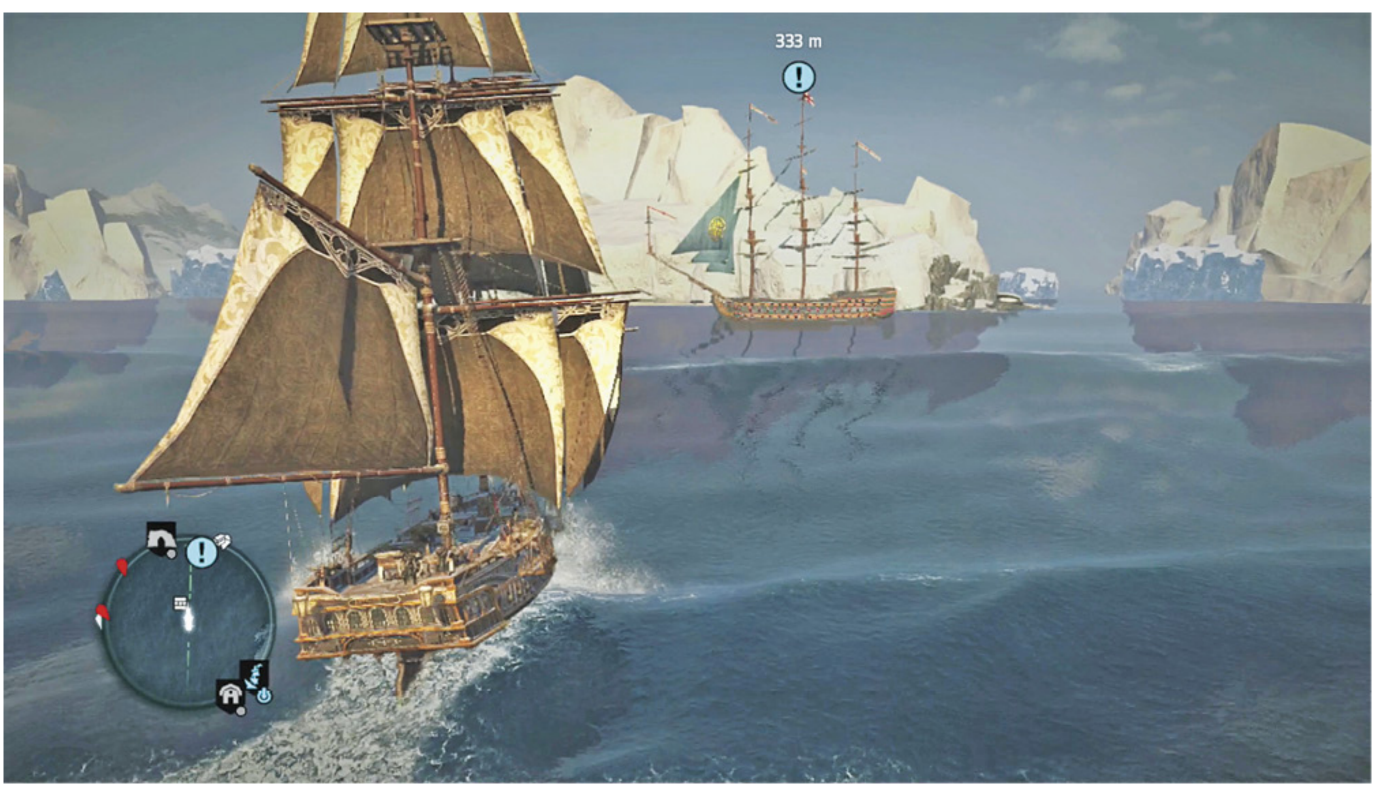
(SEQUENCE 05, MEMORY 01)

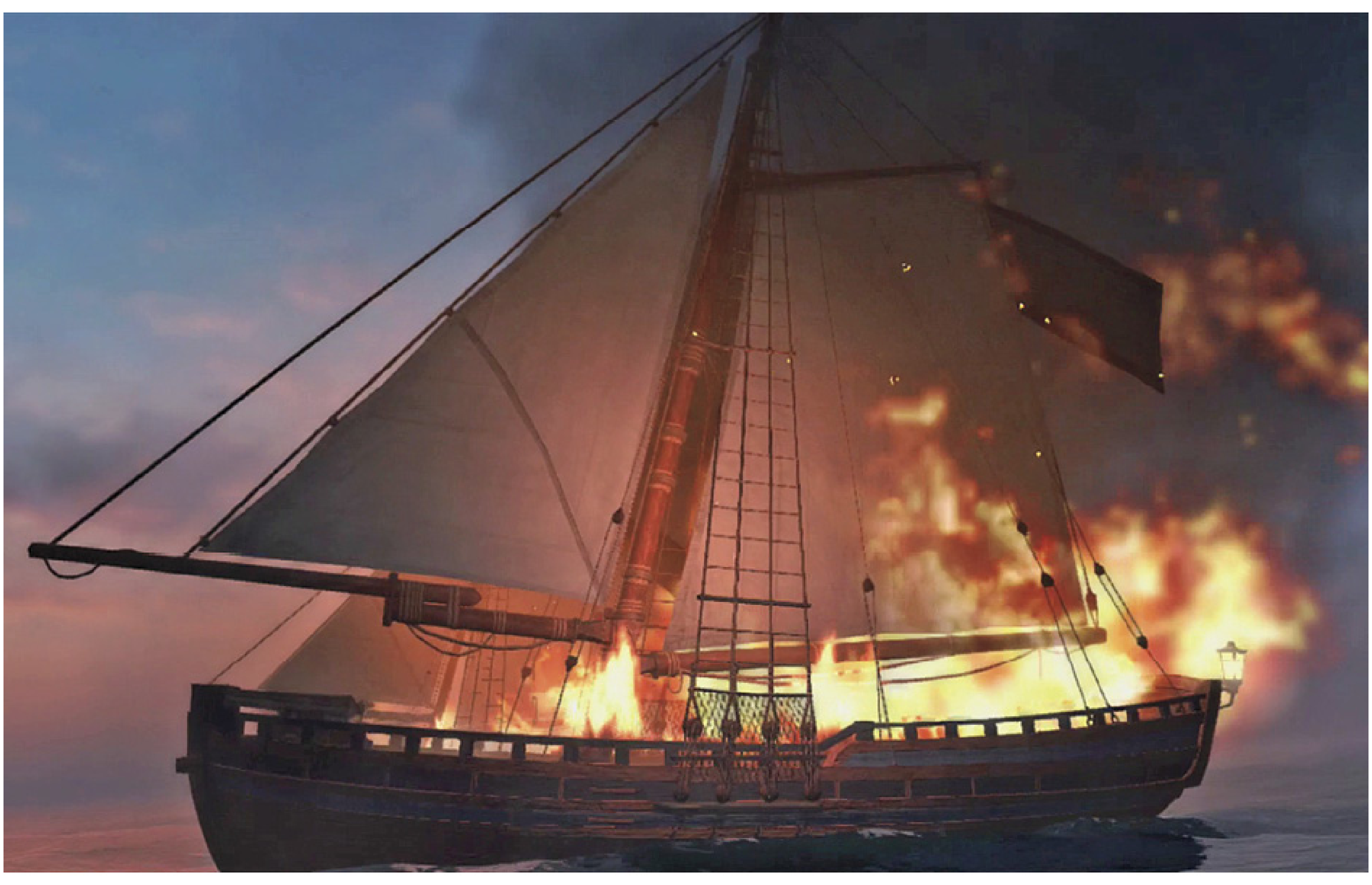
Borrow a capital ship for a moment. You're going to take it into battle, and the British are coming along for the ride.

FOLLOW YOUR BRITISH ALLIES AND SINK THE FRENCH FLEET

Optional: Sink 10 ships with mortar fire

Optional: Don't take any damage from fireships





Take the massive ship through the fog and attack the French fleet. Use mortar fire heavily to have a good chance at your optional objective. Don't worry if you only score a few kills in this part of the battle; there is a second section coming up immediately afterward, and your mortar kills count during both sections of the battle.

The first fight has a couple of larger vessels and several gunboats for support. Nothing is a threat to the British here, so the action is all about your mortar kills. This ship has infinite mortar ammunition, so fire as soon as the cooldown finishes each time the mortar is ready. Use and abuse this awesome weapon.

Avoid being rammed if at all possible, but your incredible firepower can take down most targets almost instantly, so the only trick is to avoid being swarmed by the smaller vessels.

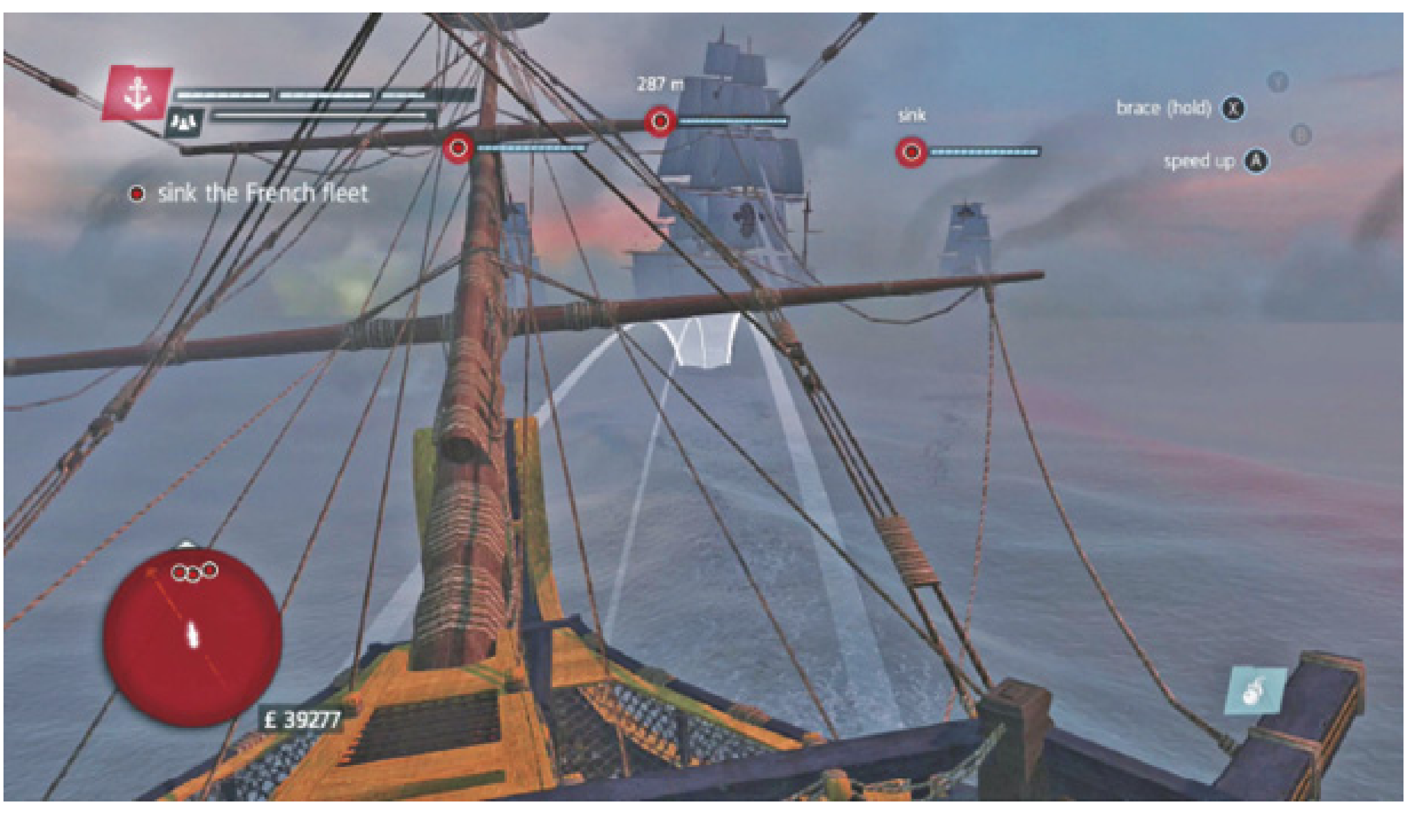
Next, bring your vessel to a halt and fight off several waves of French fireships. These are gunboats that have been set aflame; they're drifting into your fleet to do as much damage as possible. Use the mortar for your kills, and aim in front of the fairly quick targets to ensure that they sail into your attacks instead of slipping under the mortar's ballistic arc.

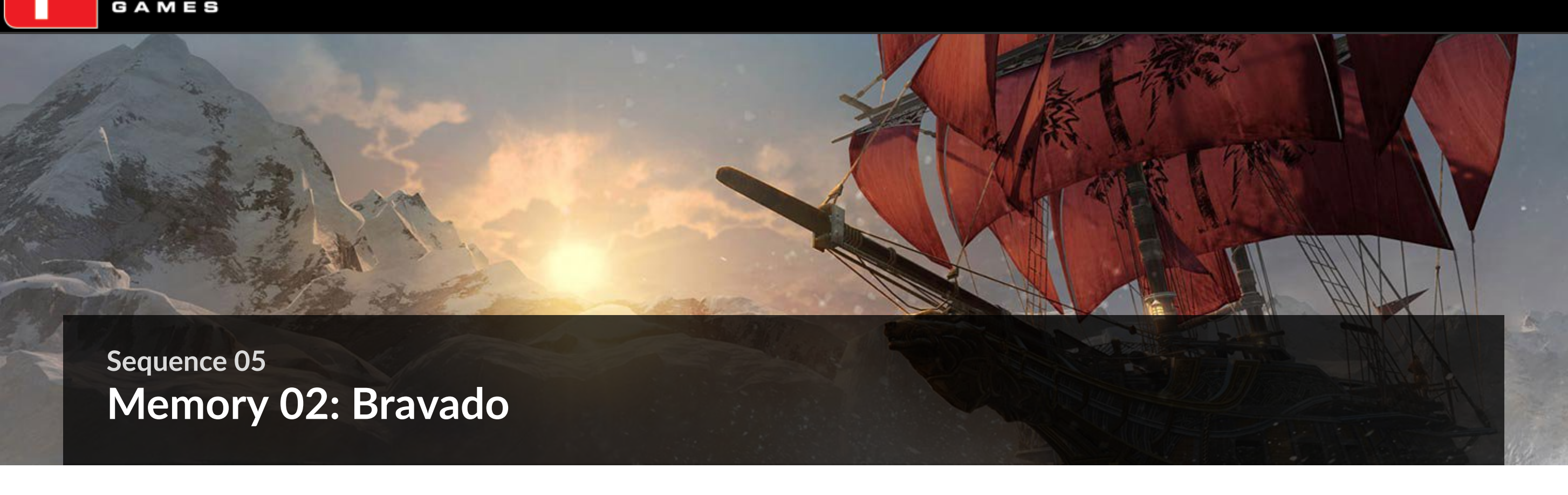
If you miss, immediately switch to your front carronades to pick off the survivors. You lose another objective if you let even a single fireship hit your borrowed ship.

The last stage of the battle is to attack a few more fireships while fending off several capital ships as well. Use the mortar on the capital ships, and let your front carronades handle the fireships during their approach. If you haven't gotten all 10 of your mortar kills yet, quickly finish off the objective and consider restarting the memory if you don't think you'll get it in time. This fleet battle is so much fun that it's kind of great to replay even when you don't need any optional objectives completed.

Winning this battle completes the memory and gets you a massive number of kills.

Once you're back on the Morrigan, travel to River Valley and explore the northern side of the map. Your next memory is started there, among a slew of small towns and outposts. It's great territory for hunting and collecting Cave Paintings.





Sequence 05

Memory 02: Bravado

(SEQUENCE 05, MEMORY 02)

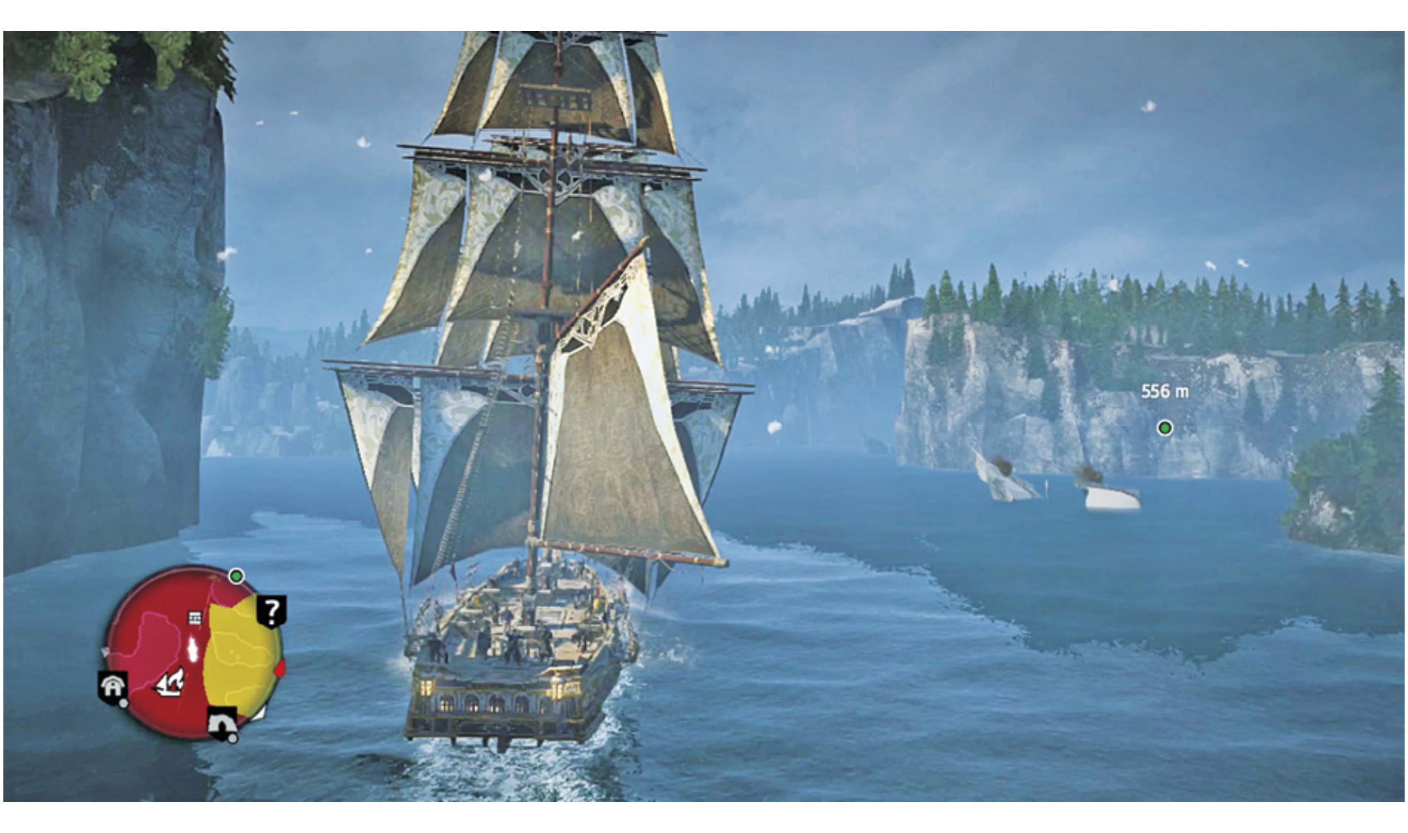
The memory begins with another meeting between ships. Listen to Christopher's friend and set sail afterward. Stop only if you need to get extra ammunition or general supplies before you head out. Make sure that your ship has all of the mortar ammo it can carry, just in case you need it later.

SAIL TO PORT UNDETECTED

Vieille Carrière 1758

Sail west through the channel and slow down when you spot the massive capital ship ahead. It's guarding the channel, and Christopher thinks that you shouldn't start anything against it. You might feel otherwise, but this is a better time for discretion rather than valor.

Wait a moment for the enemy ship to clear the area, and then set sail again. Stick toward the southern side of the waterway to avoid detection, and go to the western edge of the map. Come up to the marked port from that angle and you won't have any problems.



Dock the Morrigan at Ile Des Pins and walk inland. There are French soldiers (and bears) along the way, but nothing attacks you in substantial numbers, and the French haven't signed any treaties with the bears, so you won't have to worry about alliances between the two.

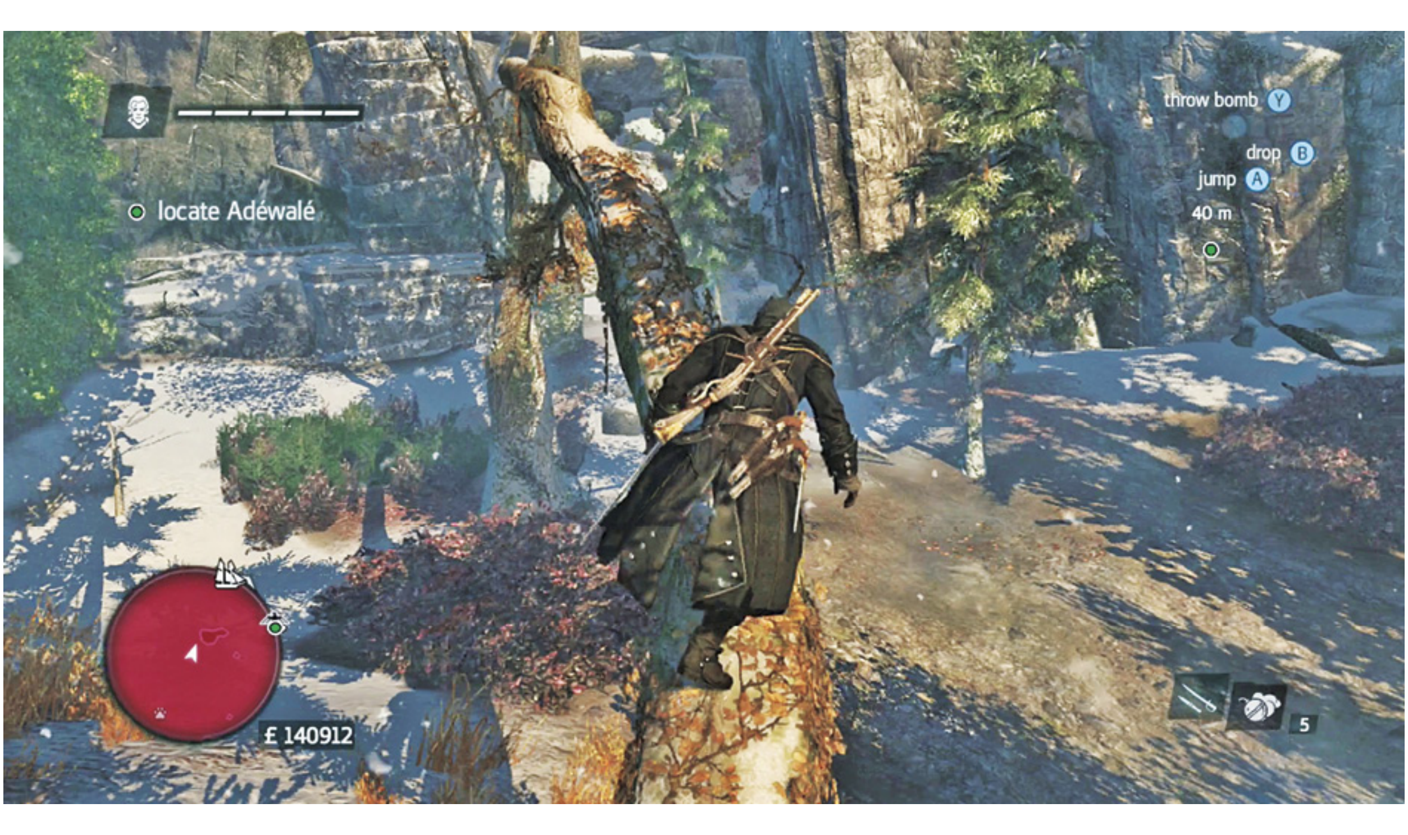
STAYING SAFE

Jokes aside, you can avoid the fighting entirely by hugging the right side of the path and climbing above all of the enemies. This gets you past the first two small clearings. You have to come down at the end of the valley, but the fallen tree that gets you out of there is directly in front of the spot where you land. If speed or stealth is favored, take this route.

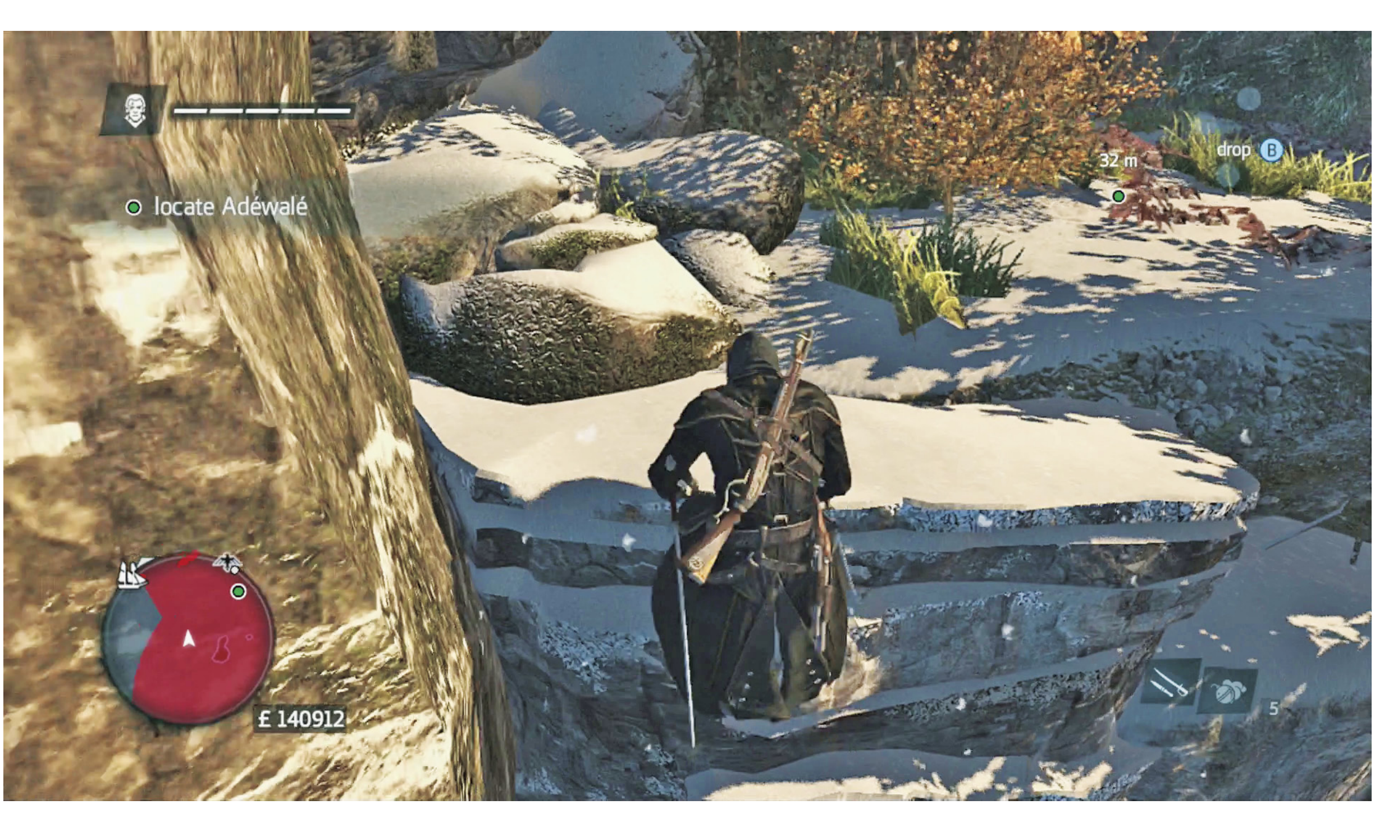
Location: Ile Des Pins

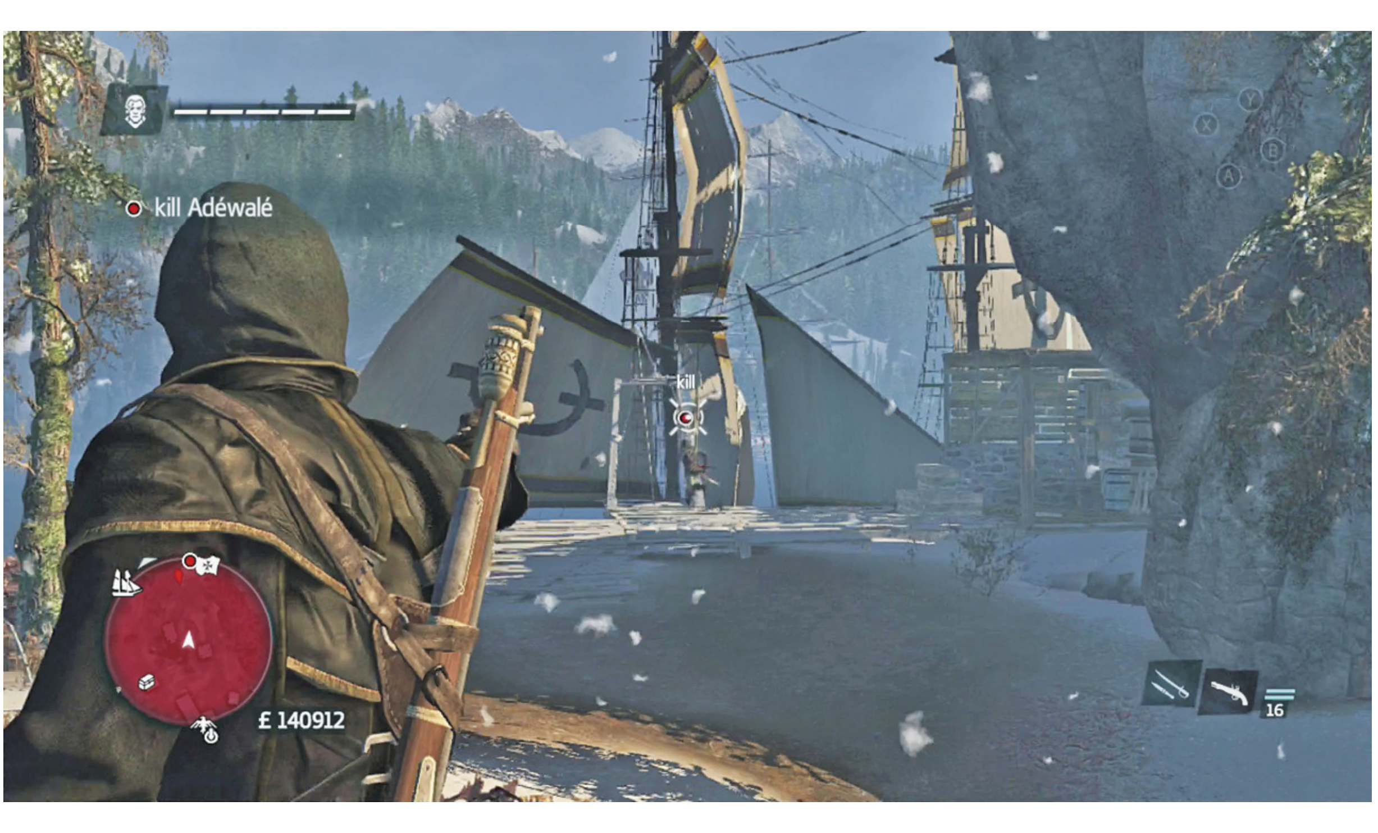
POINTS OF INTEREST	NUMBER OF ITEMS
Chests	4
Viewpoint	1
Animus Fragment	1
Letter	1
Templar Map	1
Assassin Interceptions	1
Renovations	1
Black Bear	N/A
Beaver	N/A

Otherwise, the main path leads you to a lovely valley that doesn't seem to have a way forward; look for a downed tree that gets Shay up higher in the area, and from there it's easy to spot the way up and around the cliffs.



The upper ledges take you to a Viewpoint that overlooks the town beneath the hills. Use that to see everything below and plan your next move. The entire region is restricted, so stealth or an outright assault is more effective than trying to blend in.





Jump down into town with a Leap of Faith, and get onto the rooftops if you're avoiding attacks. Your target isn't even inside the town proper, so hunting through the streets won't get you too much (though there are a few stashes of ammunition if you're running low on any supplies).

Kill or disable the gunners on the upper sections, and sneak toward the cliffs on the northeastern edge of town. You find your mark there, but he'll dash off as soon as you make an appearance. Hurry back to the Morrigan to pursue your quarry and secure the kill.

Even if you're spotted in town, you have the option to charge past everyone and seek the Assassin on the hill. He flees so quickly that you won't have to worry about pursuers. Keep charging after him, Break Defense to avoid being tackled if scouts get close to you, and use the rope at the end of the cliff to get back down to your ship. None of the guards are going to follow that route!

KILL THE ASSASSIN (PART 1)

Optional: Do not let the Morrigan get hit by mortar fire

Get to the wheel and take command of your ship. Catch up to the ship ahead quickly. The yellow circles that appear on the water let you know when mortars are targeting you. If that happens, use speed to get out of their area of effect as soon as possible. Use your ram ability to gain speed if you've purchased enough upgrades to unlock it; that's one of the best ways to get out of mortar range in the nick of time.

If the yellow circle is too far in front of the Morrigan to outrun before the shells land, then drop speed instead. Make a hard stop, turn to your side as quickly as you can, and then put speed on to resume the chase from a new angle.

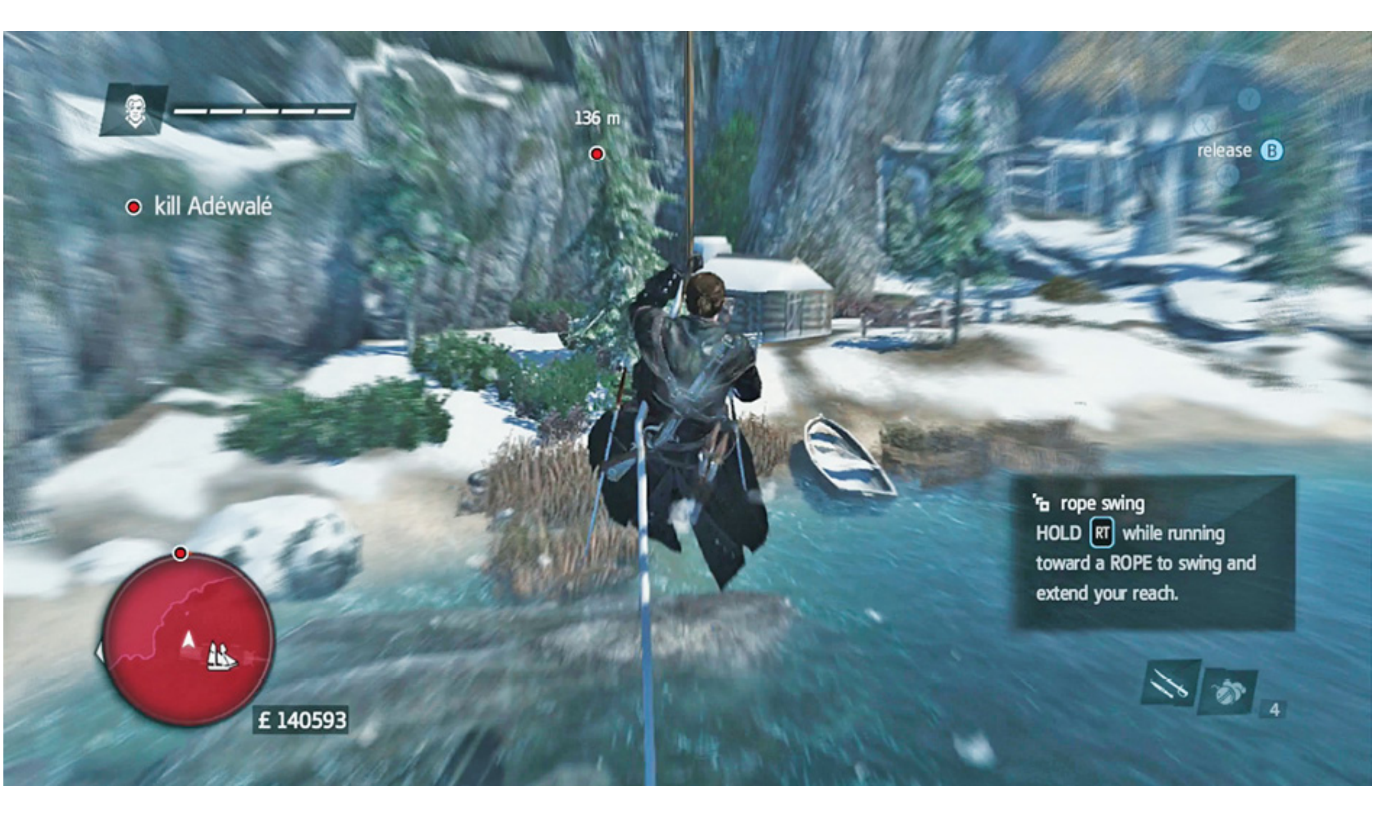
Then start harassing and damaging the enemy ship with mortar fire of your own. Use a mix of this and your front carronades to attack the vessel without taking extra time or exposing yourself to counterattacks. Fire as fast as you can to put on the damage before your opponent can lure you into more of his mortar attacks.

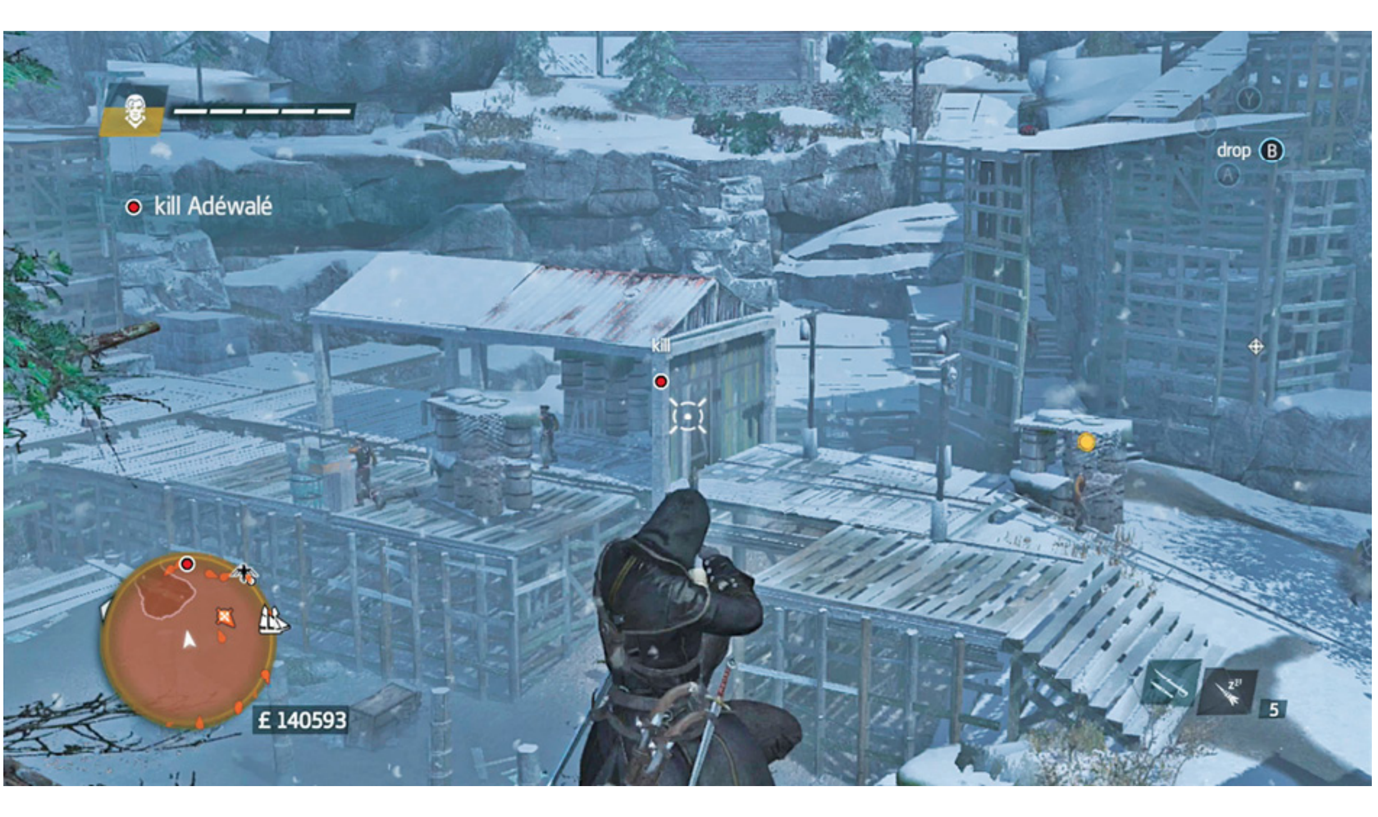
Once you do a fair bit of damage to the other ship, it is beached farther up the channel.

KILL THE ASSASSIN (PART 2)

Optional: Don't kill anyone except your target

Dock your ship and disembark. Walk onto the beach and search the rock face for a way up; this gets you past quite a few of the guards in town. Use the upper ledges to advance and look through the area. Your quarry is deeper in, by a set of lakeside docks (everything is frozen over, but the place must be really nice in the summer).

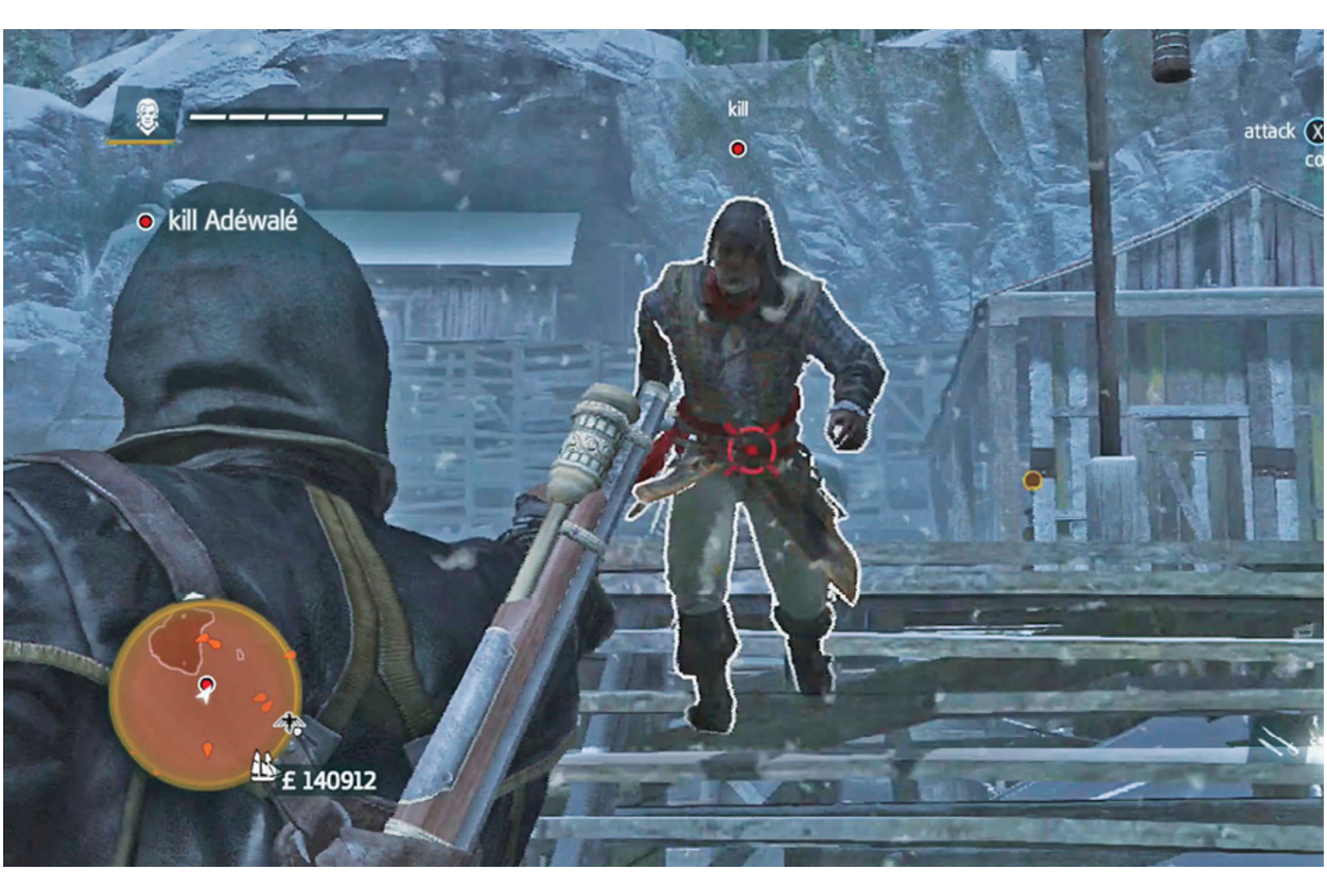

kill Adéwalé
136 m
release B
rope swing
HOLD RT while running toward a ROPE to swing and extend your reach.
£ 140593
4



The Assassin leaves his position if you do anything that notifies him of your presence. That is a great way to draw him out into the open. If you have a long-range pistol, you're in perfect shape, but many people will be sporting ones that can't hit the Assassin without using some darts. Shrapnel Grenade blasts do the job too.

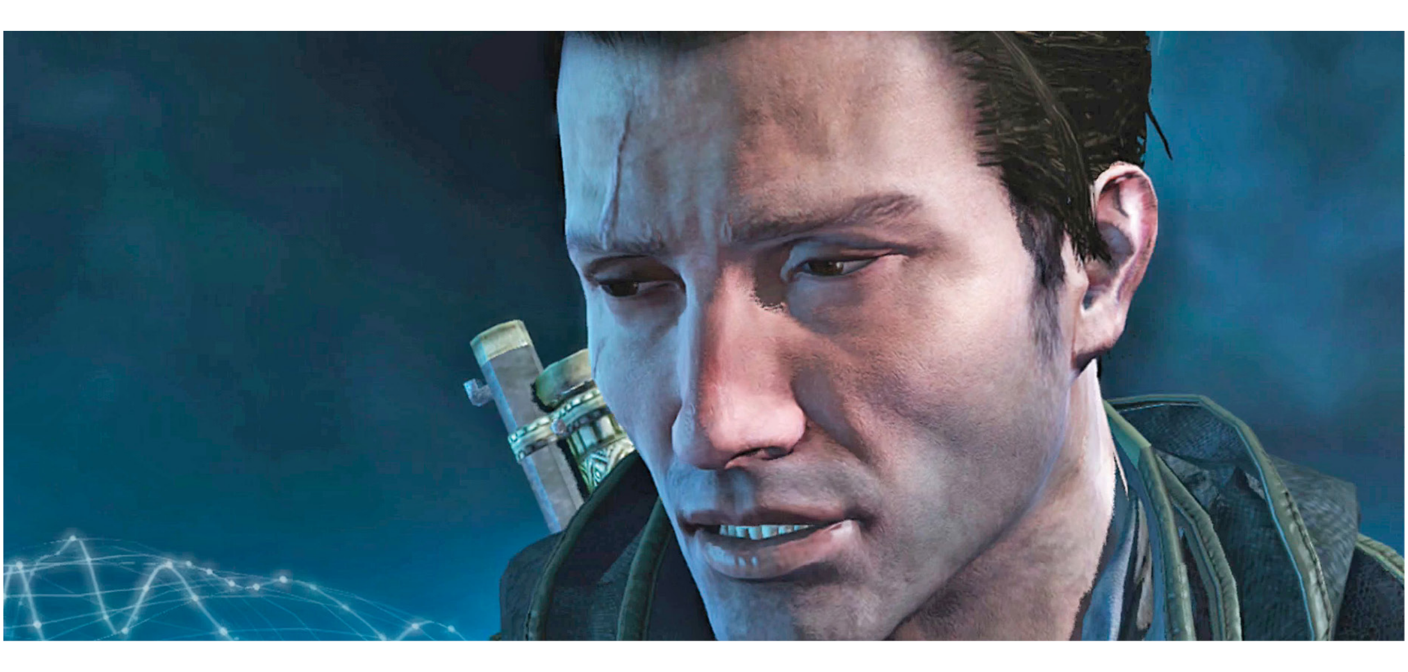
Jump from the upper cliffs down into a pile of leaves that has a good view of the docks. Slip from there into the brush so that you can use your tools to attack the Assassin. Either gun him down if you have the range or use a Sleep Dart to annoy him without getting anyone killed. You can't hurt the Assassin with poison; it only causes him to start changing positions.

Once triggered, the Assassin leaves the docks and runs into the main town. He'll come fairly close to you, leaving an opportunity for pistol or grenade attacks to finish him. Failing that, make a fast charge to engage your enemy and secure the kill.

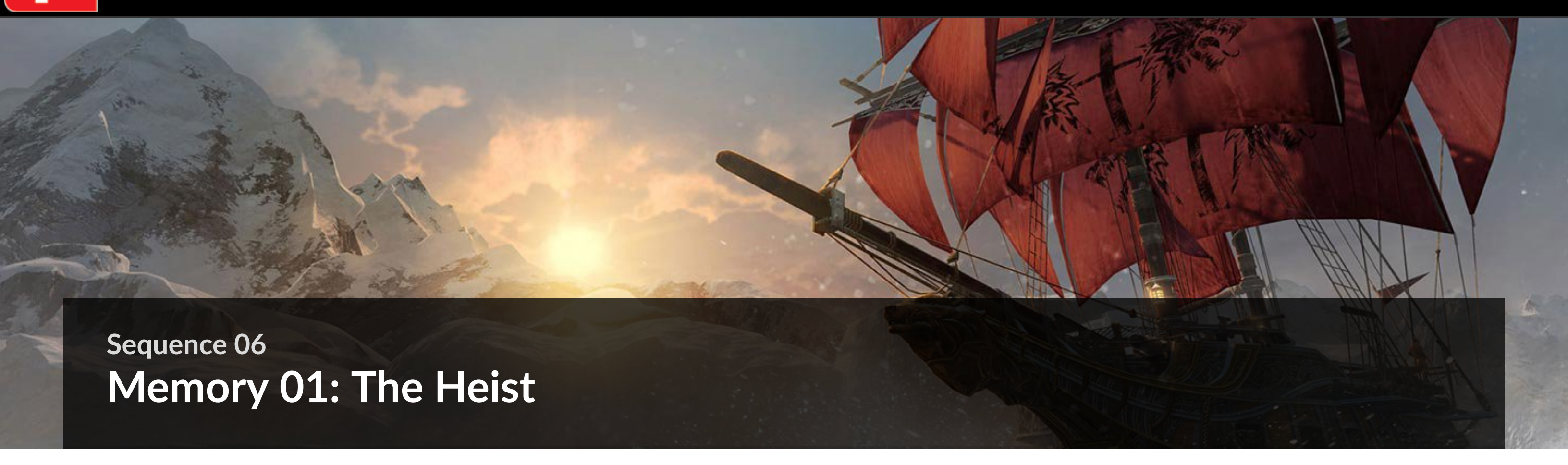


Even if you flub both pistol headshots, you can still get the optional objective here. Guards will come to defend their leader if you're running around town chasing him with a sword, but you can avoid killing them if you're careful. Attack the Assassin aggressively, and see if you can kill him before taking out any of the guards or being killed yourself.

Reload from the last checkpoint if anything goes wrong.



Killing your enemy unlocks the achievement/trophy "One Legend Dies, and One Is Born." This also finishes Sequence 05. Shay returns to New York after these events. Take him to Lower Manhattan to begin the next sequence.



(SEQUENCE 06, MEMORY 01)

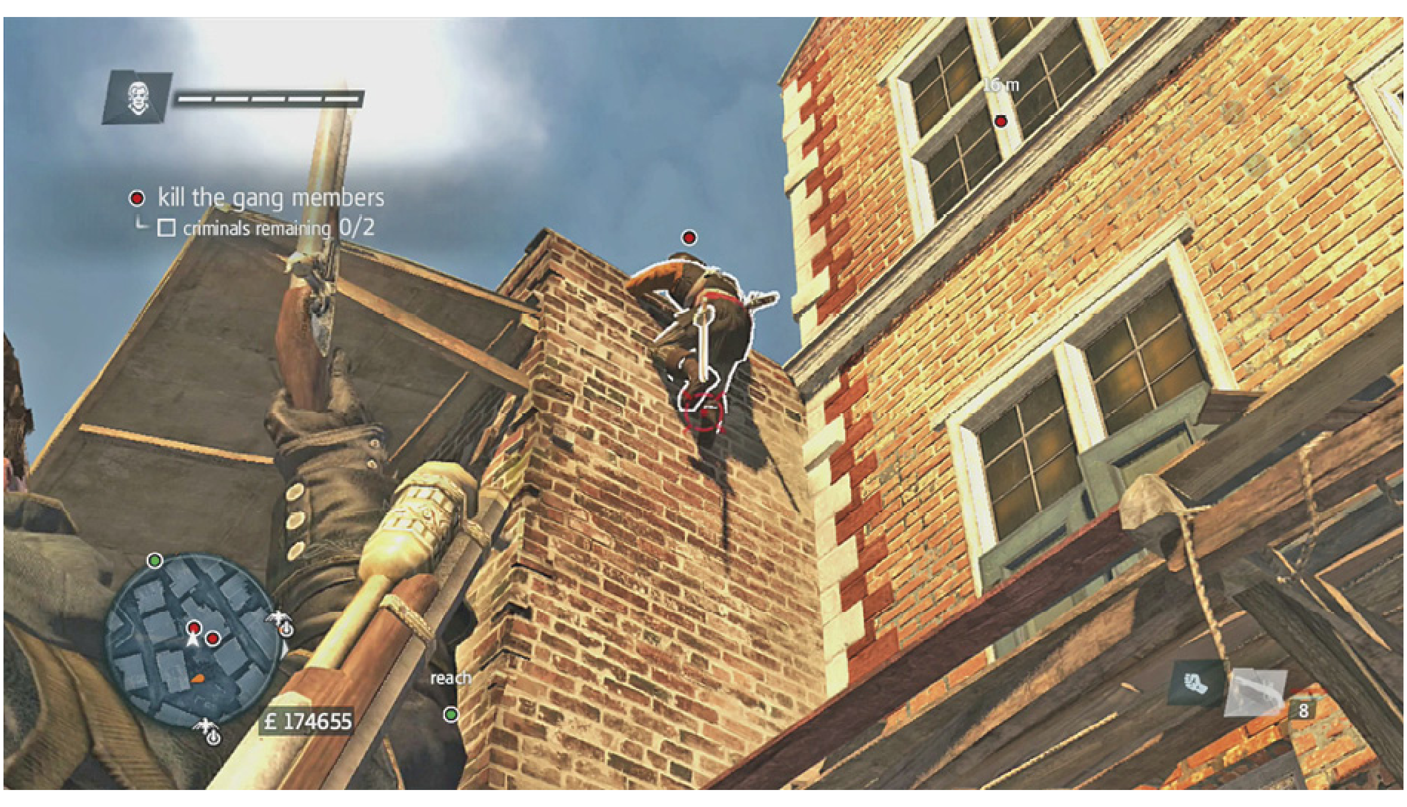
The Templars know about the Assassin's plans, but there currently isn't much you can do about them. You have to find a way to get back the initiative and turn people against the brigands in New York.

KILL THE GANG MEMBERS

Your first step in the plan is to get some nice uniforms to disguise yourself. Two criminals run past at the perfect time, and you have to follow them through New York. You can rush to join these criminals on their rooftop race, but a few good pistol shots end their run before it gets very far. Sprint after the criminals while arming and reloading your pistols, as needed.

When the men try to climb, they'll be much easier targets. That's your cue to fire! Get them both this way if you can.

Go up to the rooftops if this fails. Run after the targets while looking for an opening to shoot or tackle them. Once they're down, you get a new goal.

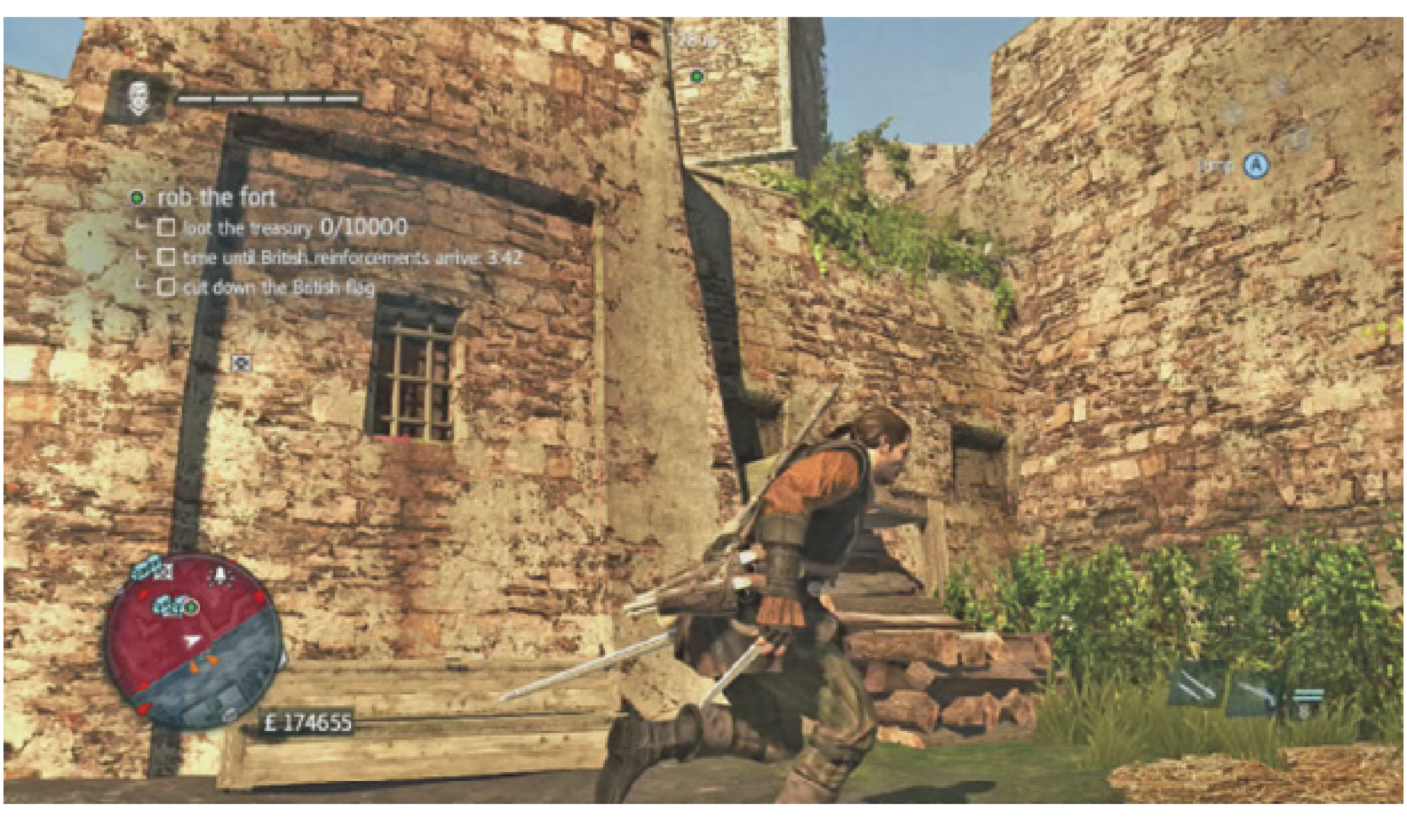


Amusingly, you also get credit if anything else happens to the criminals. If they fall or get attacked by other enemies, you still get the job done.

ROB THE FORT

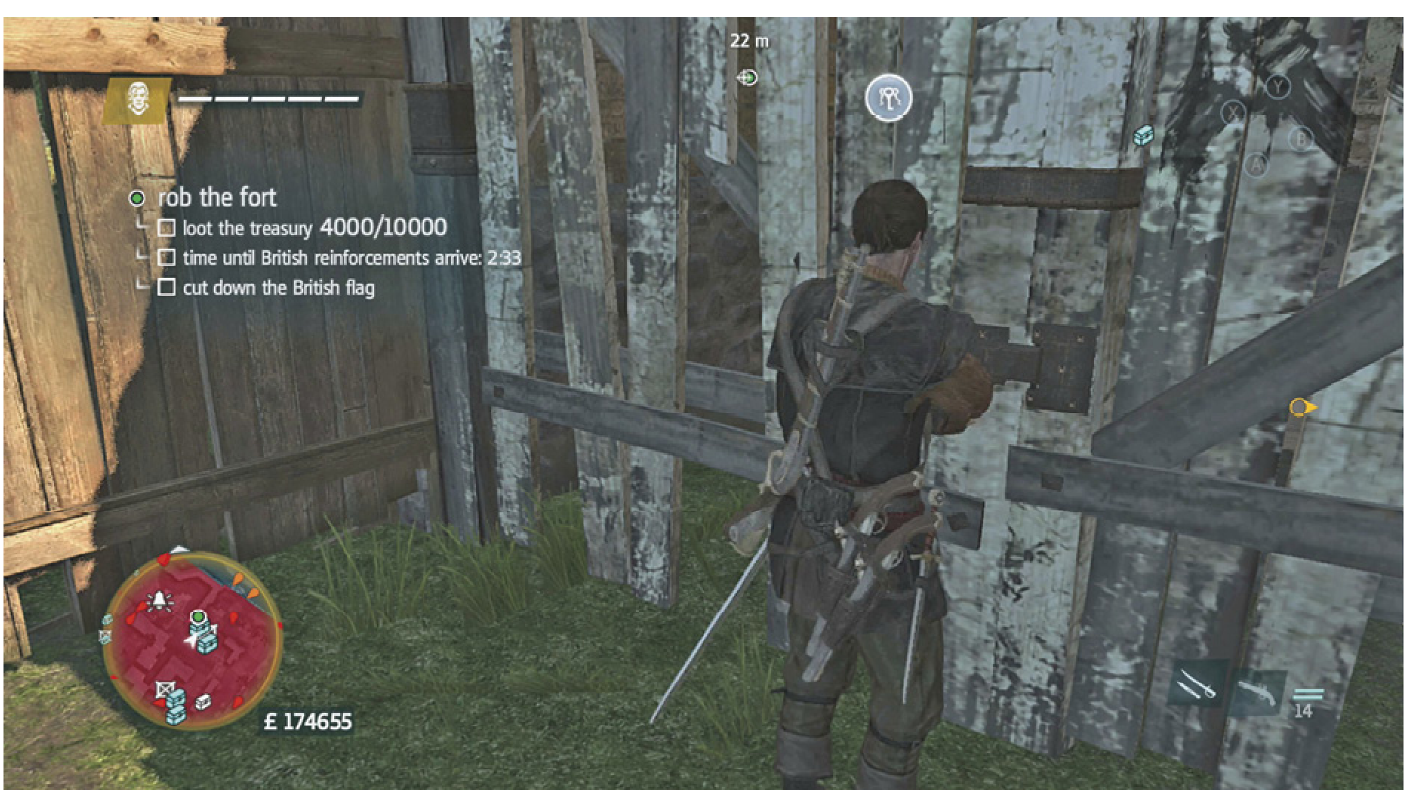
Optional: Loot every chest (10)

Optional: Lockpick two doors


rob the fort
☐ loot the treasury 0/10000
☐ time until British reinforcements arrive: 3:42
☐ cut down the British flag
£ 174655

Now that you look like a proper criminal, go into the British fort and engage in some brigandage. There are five locked rooms inside the fort. Each one has two chests (colored blue on the map to let you know that they're objectives).

There isn't much time, but your goal is to get all 10 chests opened within four minutes. Don't worry about the lockpicking goal, because that just helps you get the job done quietly. It's not an additional layer of difficulty. You could blow open the doors with your Shrapnel Grenades, but this saves only a little time, and it loses you an objective and your cover of stealth.

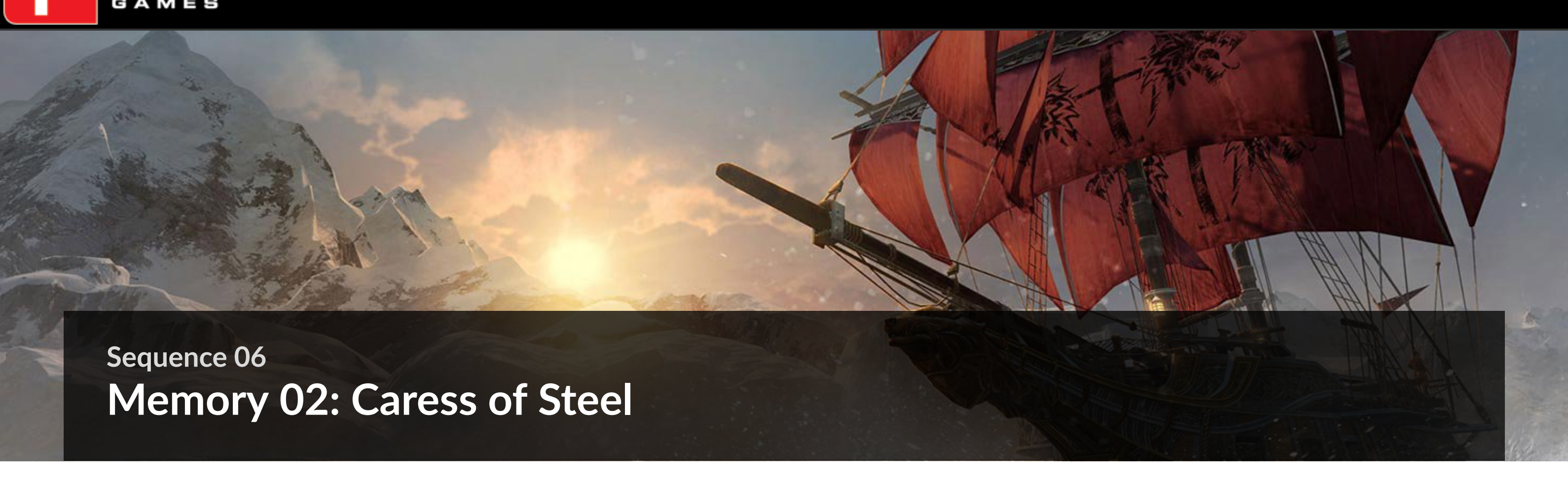

rob the fort
☐ loot the treasury 4000/10000
☐ time until British reinforcements arrive: 2:33
☐ cut down the British flag
£ 174655

Sneak into the fort and kill the guards that get in your way. You have to move at high speed to meet your time limit, so fast kills are easier to work with instead of silence. After clearing each spot, look for the locked wooden doors that are right by each pair of chests. Pick them open and steal the chests within. Don't stop to loot the ammunition boxes or other items that are here. Focus!

You save time by avoiding the flag; that's your final goal here at the fort. Cut that down after you've gotten all of the chests. This is a good idea because you can still get everything done even after the time limit expires. At that point, reinforcements arrive. Getting the chests is really tricky once the base gets filled by guards, but cutting down the flag is still relatively simple. The flag is high above one of the watchtowers, so you don't have to fight the reinforcements once you're already up there. That makes it very effective as a final goal in case you run out of time.

There isn't much more to it than that. You have to ditch the fort to complete the mission. Run right out the front door and sprint into the alleys of the city. Plenty of British troops follow you, so zigzag through the alleys so they can't get a good line of sight on you. Use pulleys to reach the rooftops if you see any of them available. Either way, the guards fall behind and quickly give up the chase. You've won and gotten both optional objectives without missing a beat!

Fast travel north, to Greenwich. The next stage is up there.



Sequence 06

Memory 02: Caress of Steel

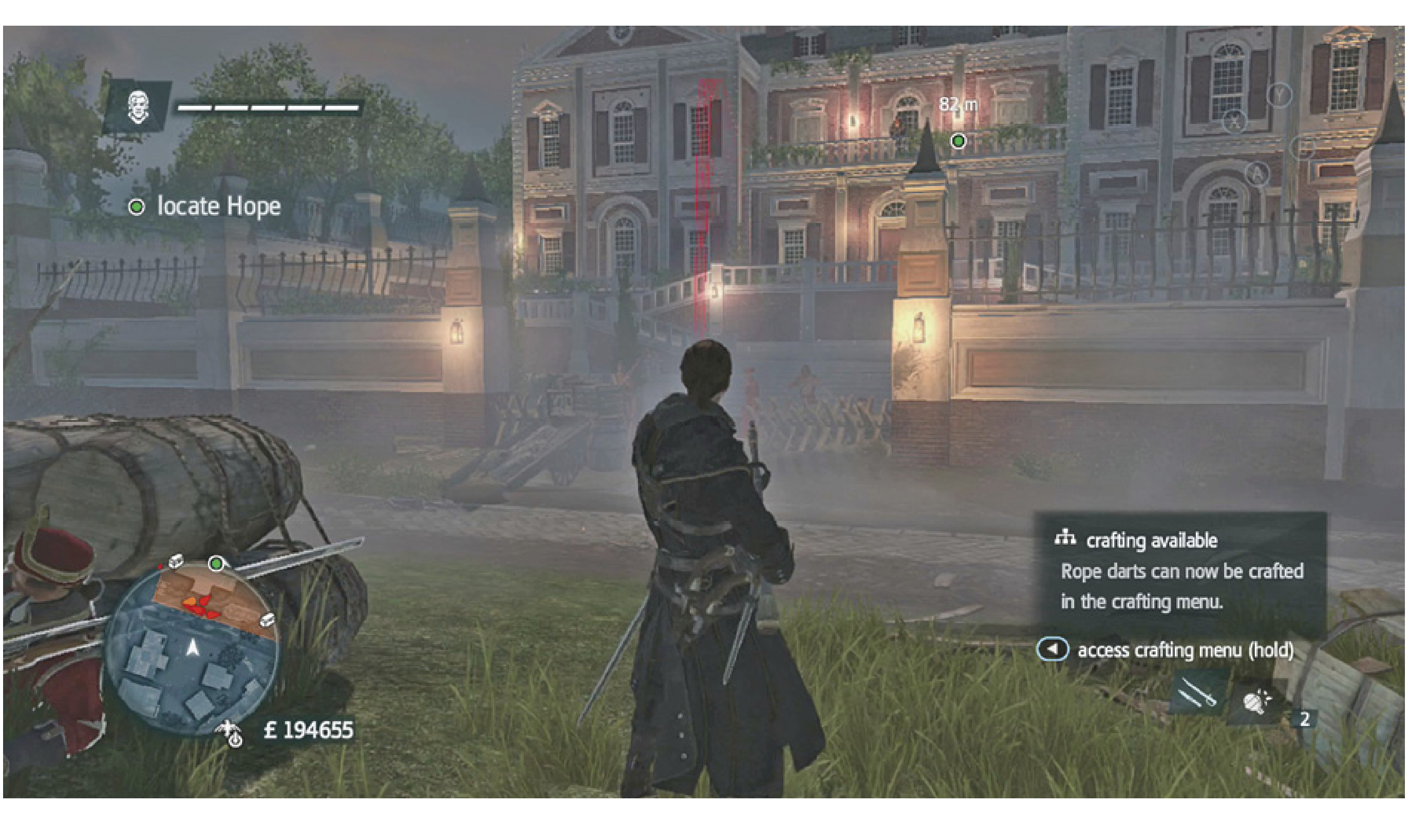
(SEQUENCE 06, MEMORY 02)

Meet Haytham and interrogate a criminal. He'll give you the information you need, and then you're off again.

FOLLOW HAYTHAM AND LOCATE ANOTHER ASSASSIN

Haytham takes you through a fun dash north, through the streets. There's plenty of chaos at the moment, so you're likely to be interrupted by some small skirmishes. These are fast and simple, especially with an ally at your side. Cut through the criminals and get Haytham to a manor house in King's Farm. The house is owned by a wealthy and well-connected Assassin.

The criminals have barricaded the entrance to the compound, but they're fairly close together. Use any type of grenade to disrupt them and get in there for the kills. If you're trying to work on the challenges that involve grenades against large groups, this is an opportunity for you.



locate Hope

82 m

crafting available
Rope darts can now be crafted in the crafting menu.

access crafting menu (hold)

£ 194655

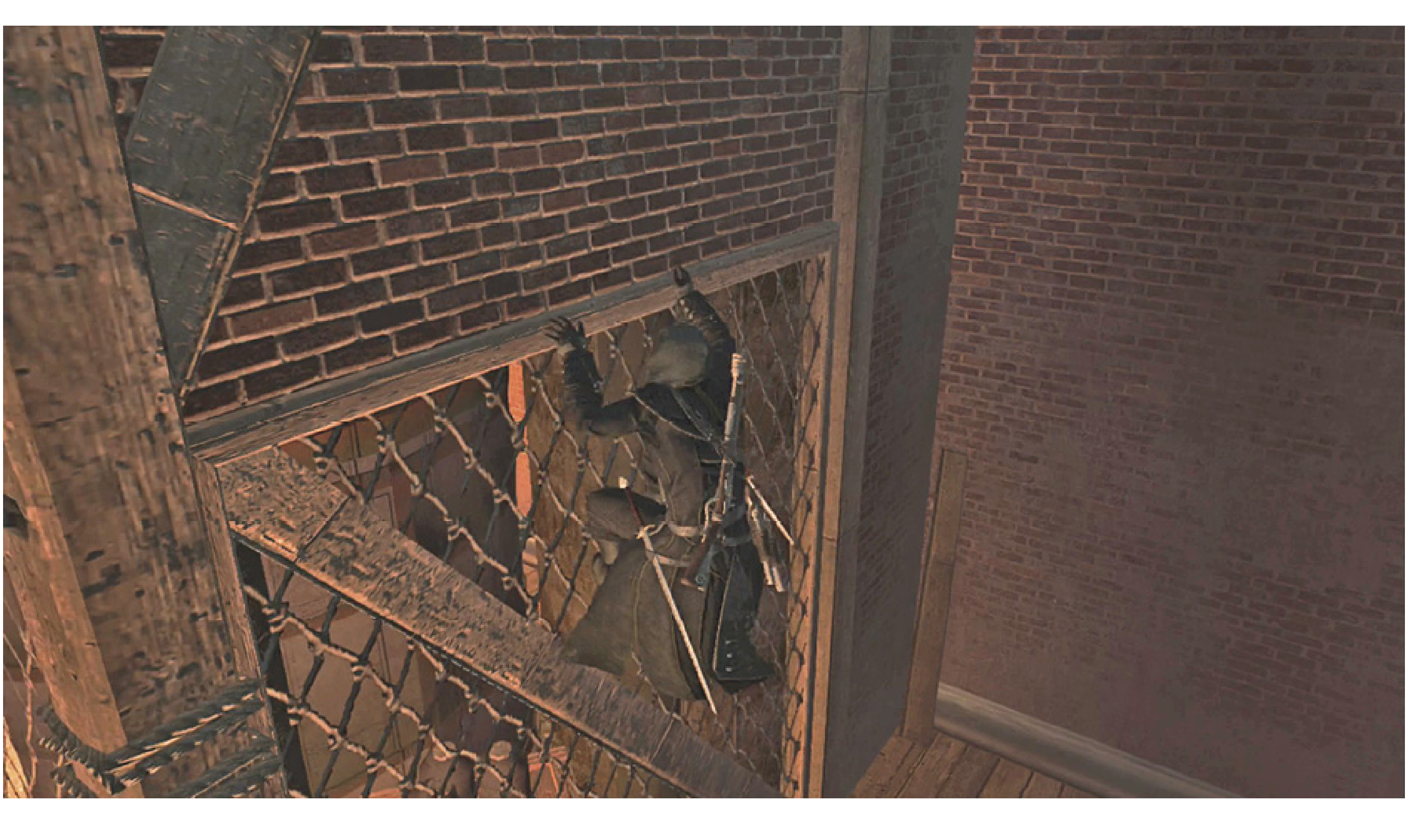
Push in through the damaged barricade with the British soldiers, but ditch them when you reach the manor. Climb the walls and follow the waypoint toward a sunroof by the back side of the compound. A cutscene occurs, and you end up inside the warehouse below.

ESCAPE FROM THE WAREHOUSE

Optional: Do not get damaged by the poisonous clouds

Climb up the wall to your left and shimmy to the right around the pipes. Go as far as you can along that route, onto an open wooden support. Climb up, and jump from there onto the wall nearby. It's a short jump, but make sure that you hit the wall cleanly so that Shay can grab on instead of falling into the cloud below.

Shimmy to the right until your back is to the far wall (the one that leads toward the waypoint). Leap off the wall and grab on to the door frame on the other side. Climb up and use a broken section of bricks to get into the other half of the room.



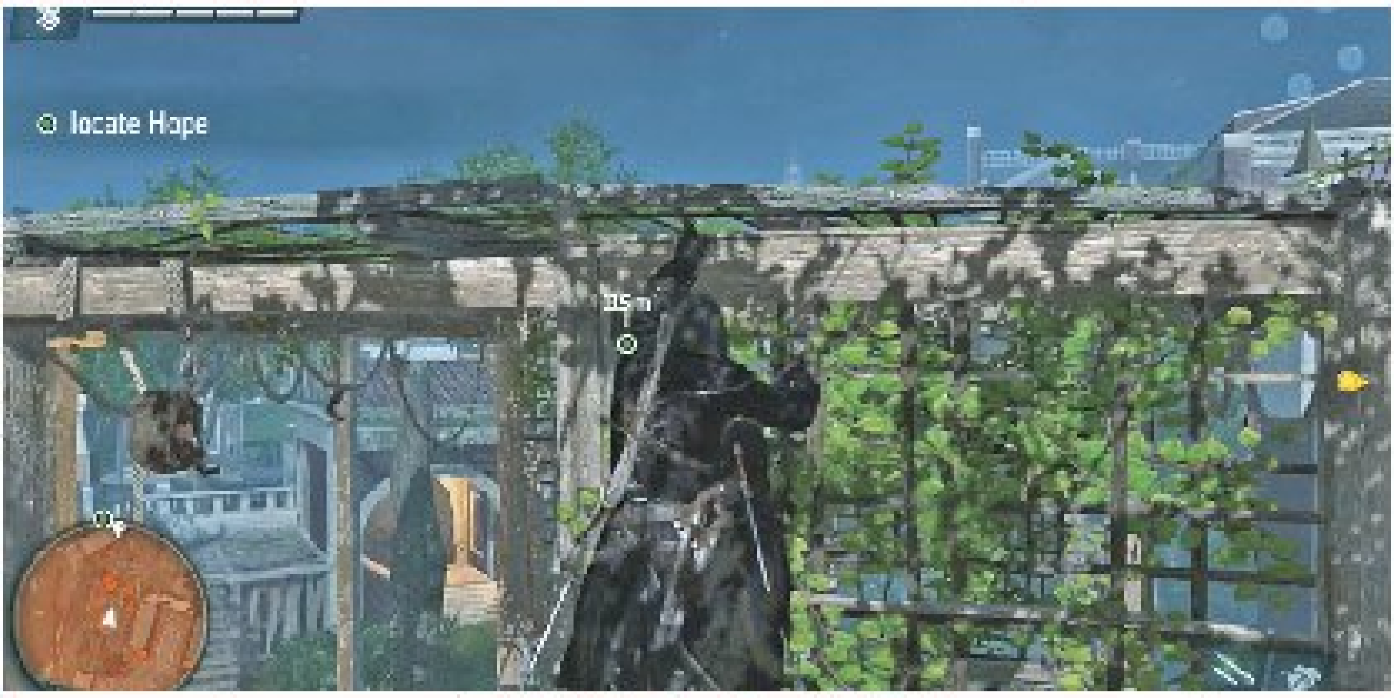
Leap far into the room and use a lift there to reach the top of the warehouse. You won't take any damage, and the optional objective completes as soon as you reach the top.

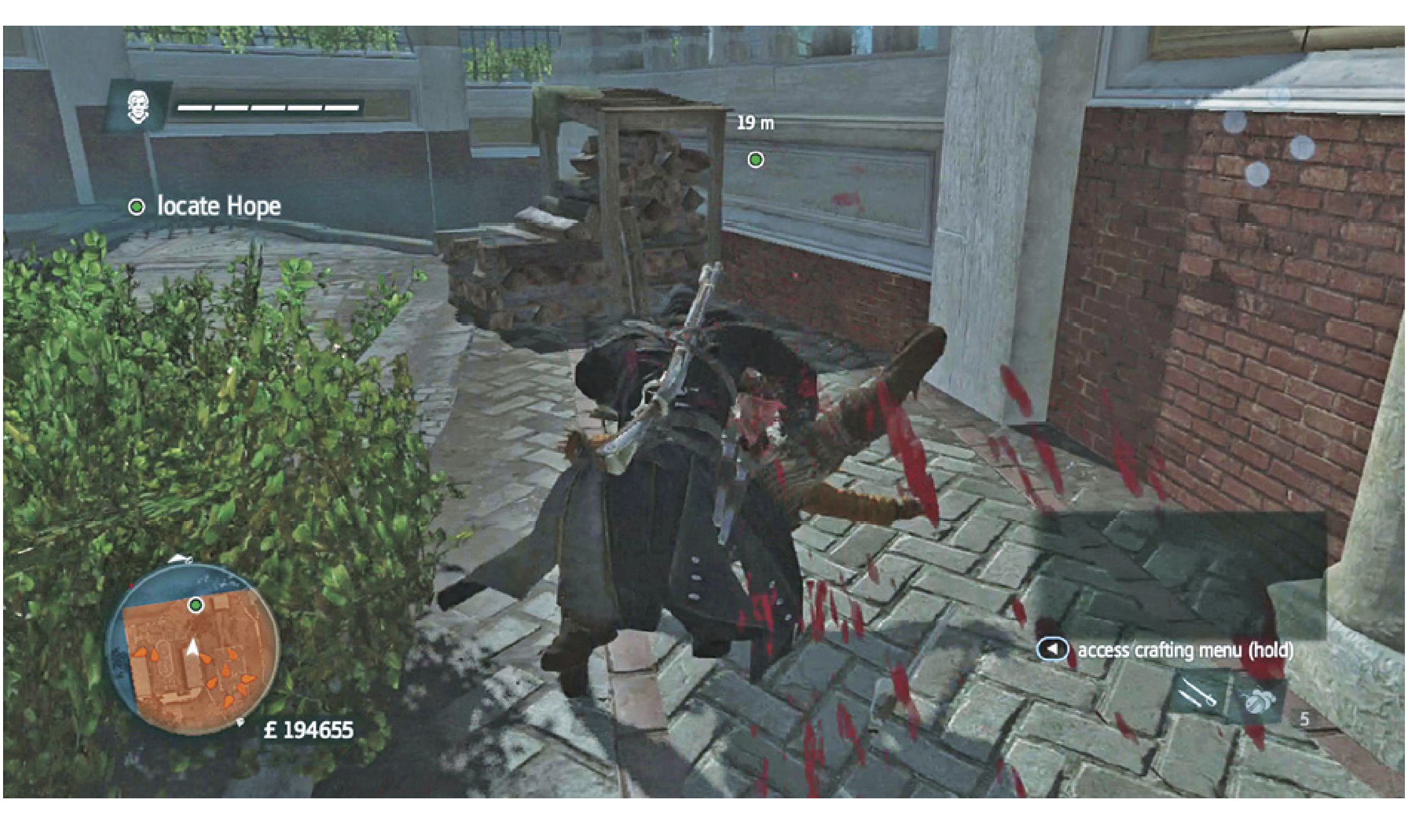
LOCATE THE ASSASSIN

Optional: Stay out of combat

THIS POISON CRANKS YOU UP

In this section you have to keep moving or else Shay's heart has trouble. He'll begin to take major damage if he moves slowly or stays still, so you need to sprint as much as you can to avoid dying.





locate Hope

19 m

access crafting menu (hold)

£ 194655

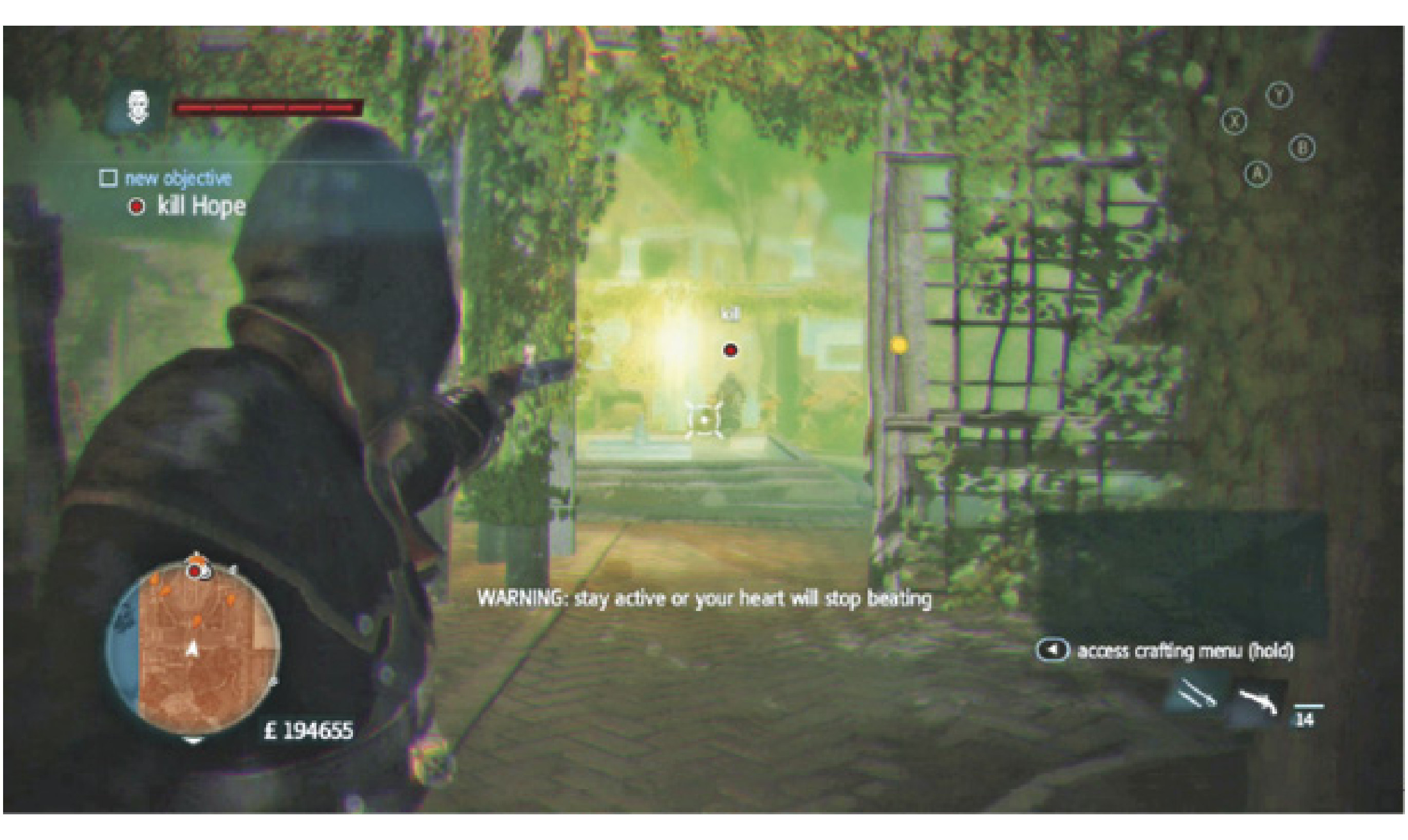
This is one of the few areas where you have to follow a specific pattern of actions if you want to get your optional objective, this walkthrough takes you through it carefully.

Immediately sprint into the yard ahead, and take a sharp right onto a path between bushes and the right wall. Run up to the guard at the end of the path and assassinate him. It won't count as combat, so you are still clear on your objectives unless he turns and spots you in time. If you're fast, he won't.

Use the boxes by the wall to get up and onto the railing, and from there you can jump between the trees and the rooftops to stay above the lower yard. That's pretty much required for getting through this bit because there are about a dozen criminals and Assassins in that lower yard. You can't avoid combat for love or money.

So, stay up high. There are still guards, but all of them are looking away, toward the ground. They're not going to be ready for a blade to be plunged through their hearts, and you still won't lose your noncombat status. Sprint between targets, and get to the end of the yard. That's when you locate the Assassin and get credit for the optional objective. You won't have to worry about fighting now.

KILL YOUR TARGET



new objective
kill Hope

WARNING: stay active or your heart will stop beating

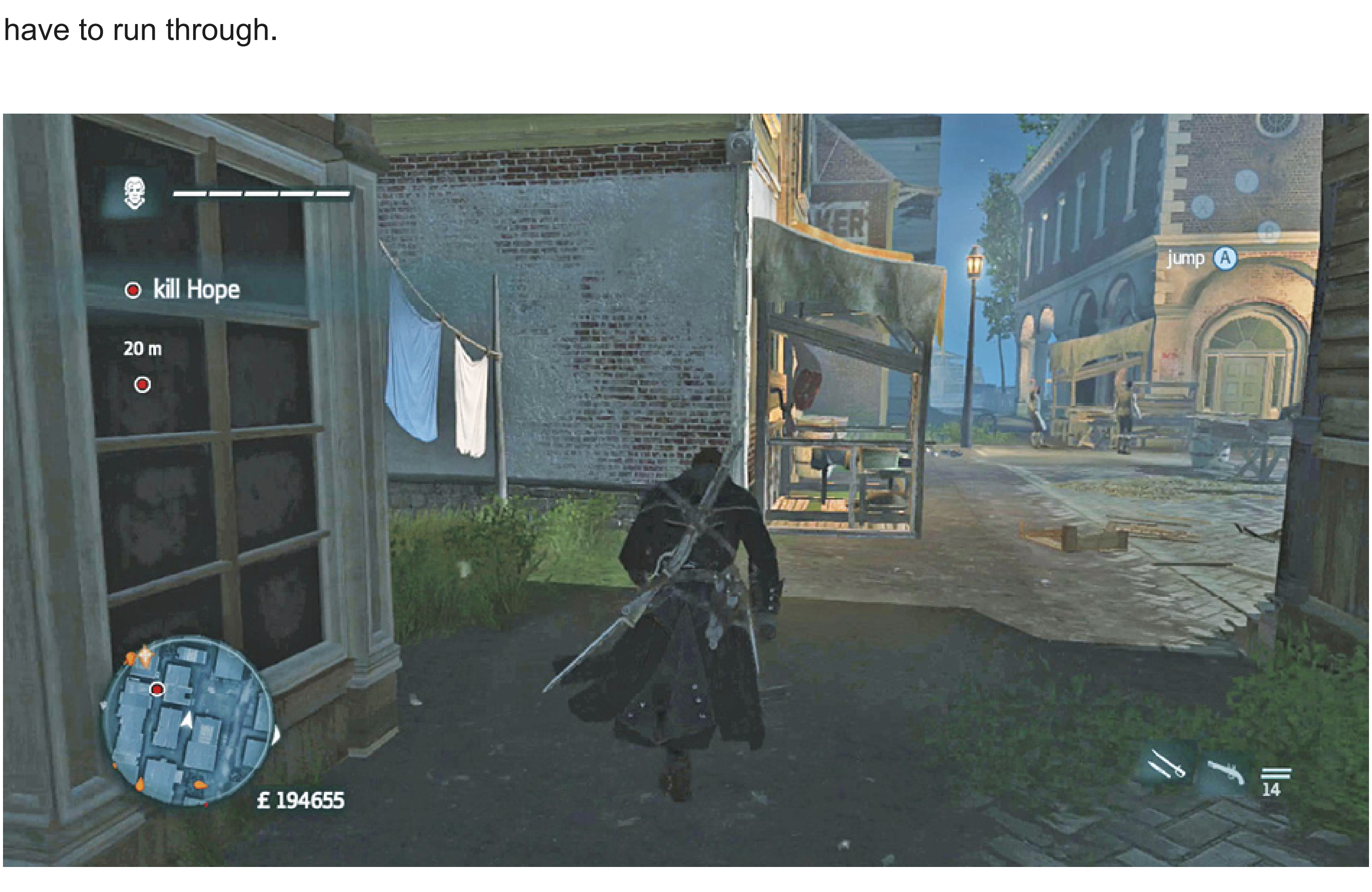
access crafting menu (hold)

£ 194655

Sprint after your quarry and dip to the left to avoid her ambush of gassed criminals. Jump over the plants and through the opening to stay at full speed and avoid damage. The Assassin takes to the rooftops, and it's a brutal slog to follow her. The mix of your poison and her bombs ensures that you won't get a good chance to catch up.

So don't.

Pace her from the ground and stay close. She'll eventually go to ground, giving you a chance to shoot her. It's fine if this fails because you can keep up the chase. Stay to the sides of the area, or even run through the alleys to avoid the pools of gas and affected criminals that you'd otherwise have to run through.



kill Hope

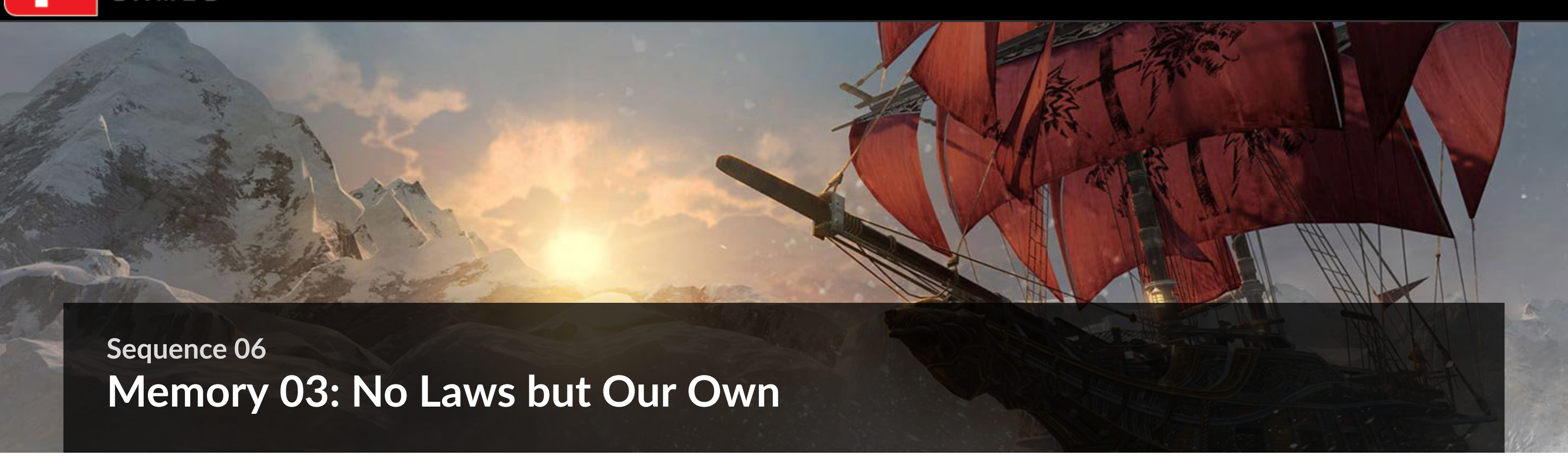
20 m

jump

£ 194655

Winded, the Assassin eventually has to stop to catch her breath. She'll hide behind a small wooden building while her allies swarm anyone who comes close. Ignore them and whirl around the side of the building to catch your target unaware. The kill is easy once you're close, though she can still fight plenty well if you don't get the drop on her.

Killing the Assassin ends the memory. Fast Travel back to Percé, in the North Atlantic.



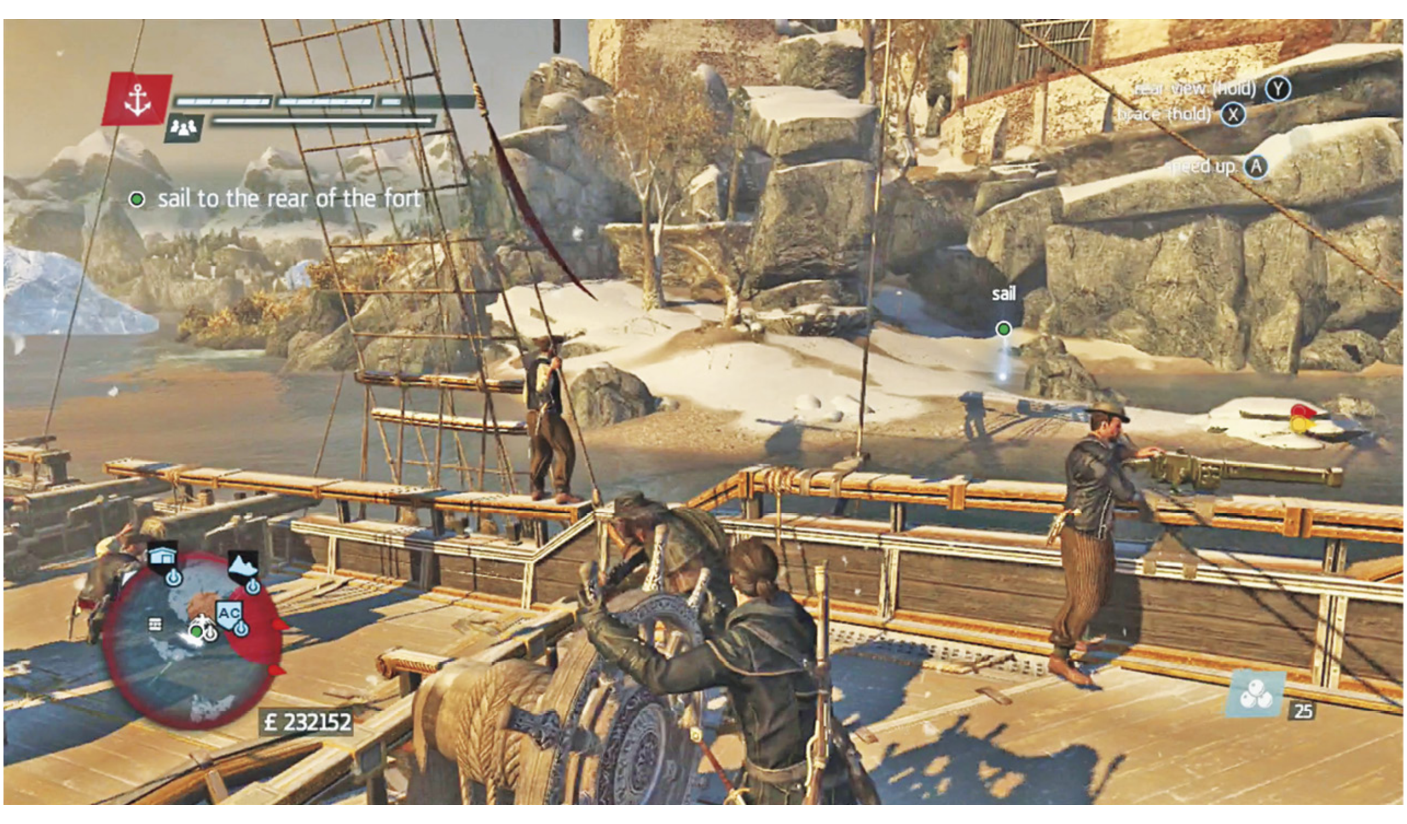
Sequence 06

Memory 03: No Laws but Our Own

(SEQUENCE 06, MEMORY 03)

Captain Cook is in Percé. Look for him on the town docks, and search the area afterward if you haven't been back to Percé in a long time. There are a few things unlocked here that weren't available before. Perform that Renovation, if nothing else!

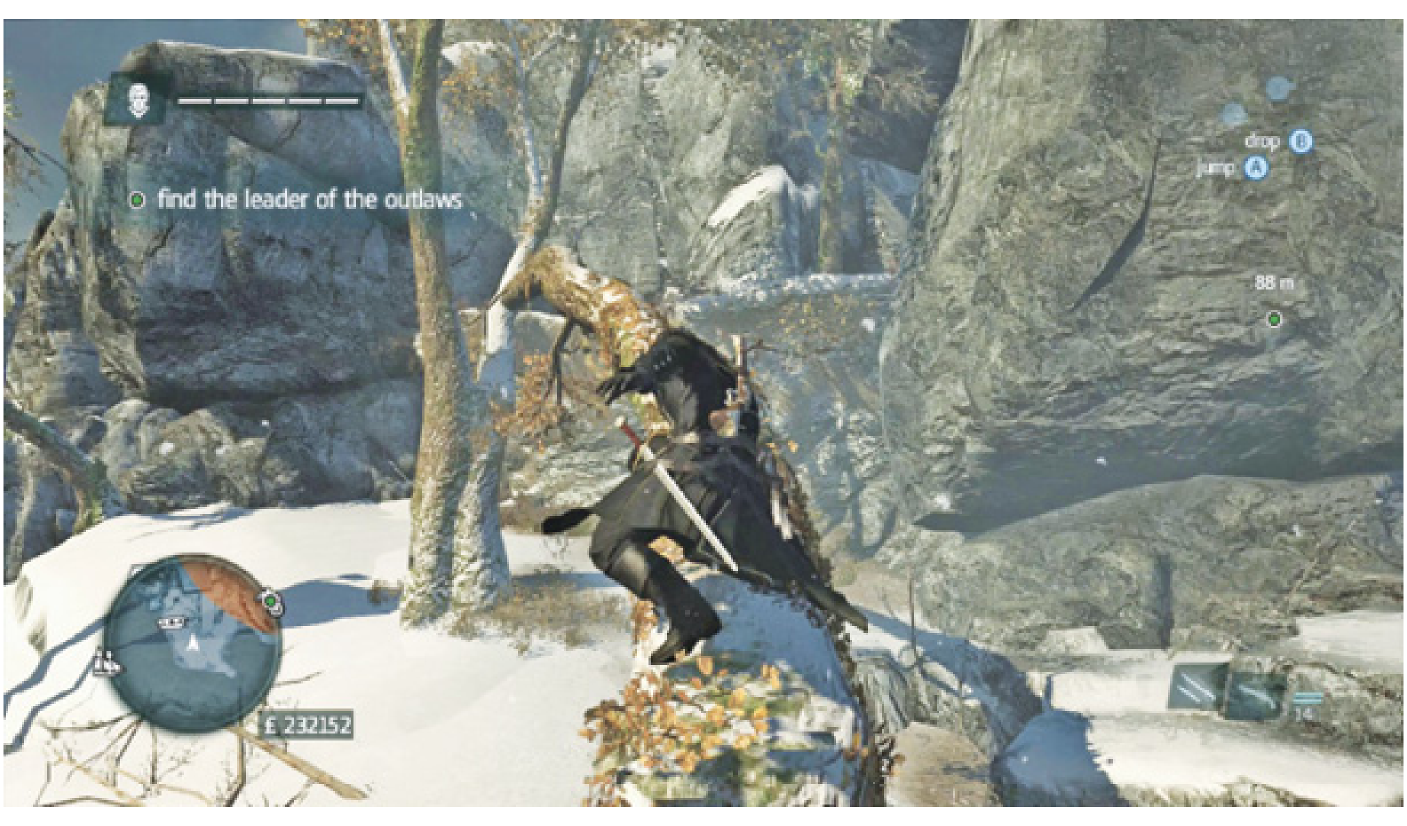
SAIL TO THE FORT ON ANTICOSTI



Take the Morrigan to Anticosti, to the north. Though the town's harbor is almost always guarded by hostile ships, you don't have to fight them to get past. Sail in from the south and keep on the western side of the sea as you approach. You'll avoid the watchful eyes of the ships in the harbor and still get to land around the rear of the fort, as directed.

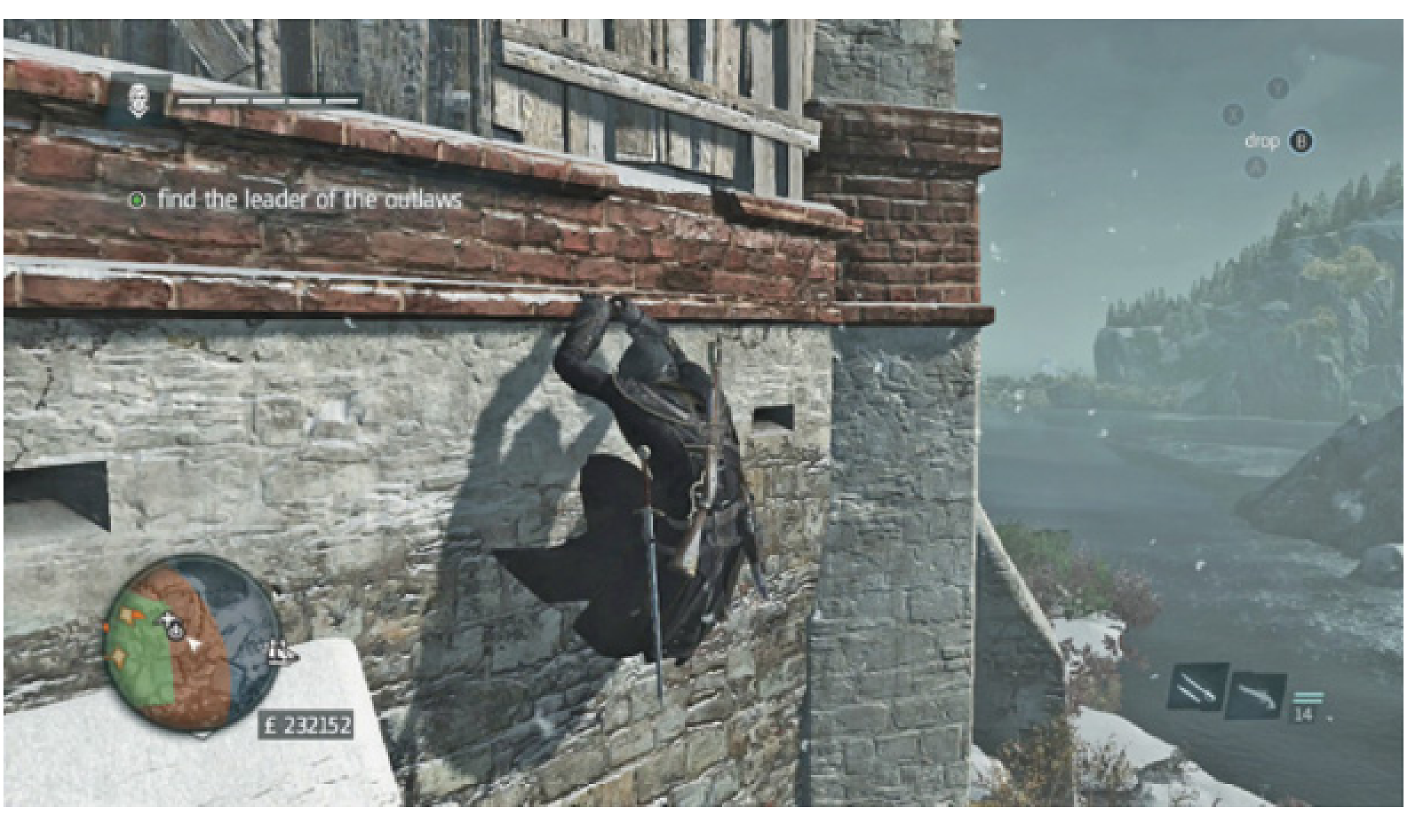
FIND THE LEADER OF THE OUTLAWS AND STEAL DE LA VERENDRYE'S MAPS

Optional: Avoid open conflict



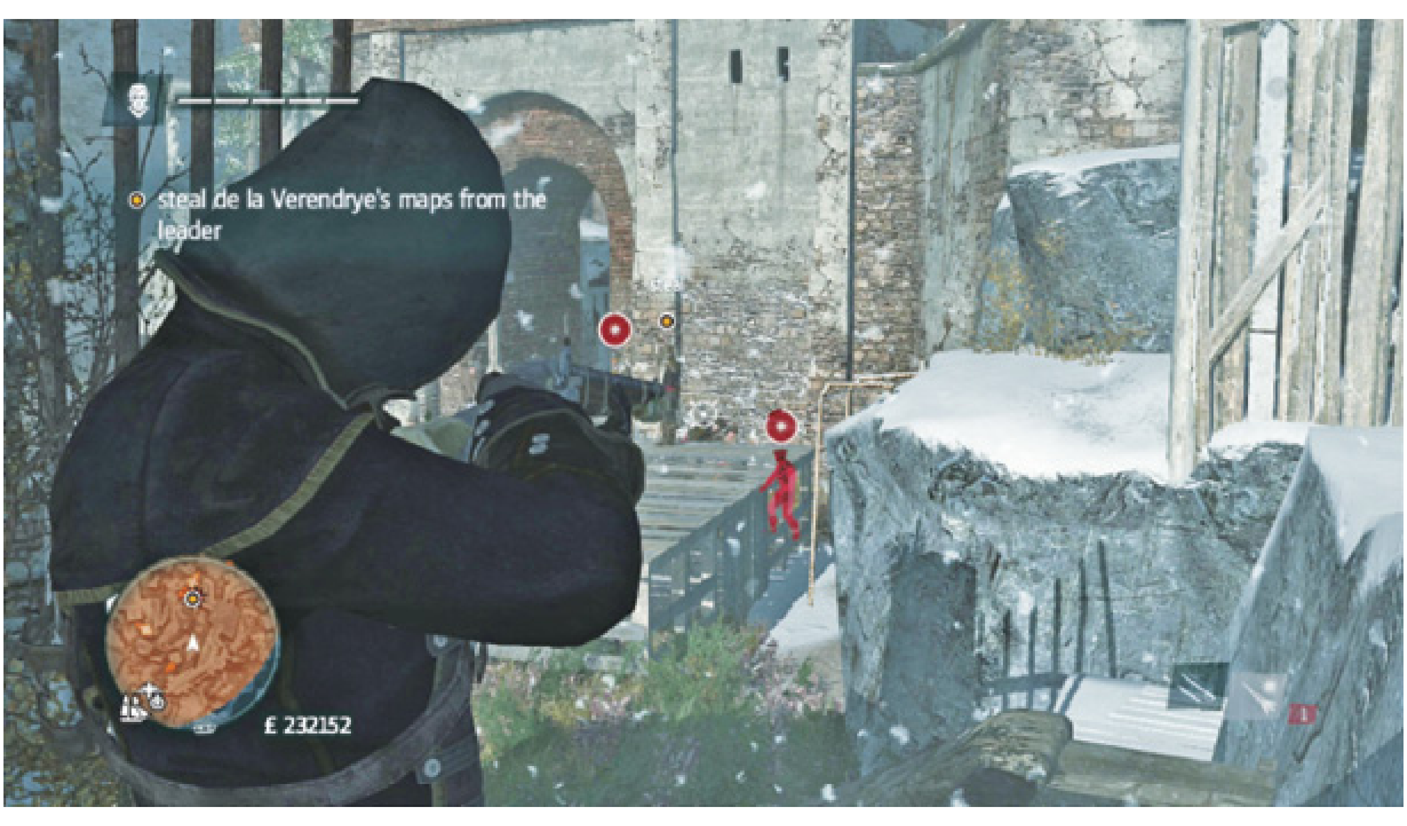
You may want to be more subtle this time. Disembark and swim to the beach. There's no one around, so you don't have to move slowly. Use fallen trees to reach the cliffs that rise over the beach; climb those trees as high as you can to get to the main ledge. The path from here goes into town, though it's a roundabout route that keeps you out of patrols and trouble.

When you reach the main walls, use the bricks to climb up and shimmy toward a ledge to the right. Pull yourself up and use that ledge to get around to the front of the town. There doesn't seem to be a way in, but look for old wooden boards above your position. Use those to get over the wall!



You have to avoid open fighting, but you're still allowed to kill as long as you aren't seen. Use a Sleep Dart on the gunner below your position. Jump down to his tower and kill him once he's napping, and then use another Sleep Dart against the guard in the next tower. Run across the hemp line that stretches over to that tower, and kill him too.

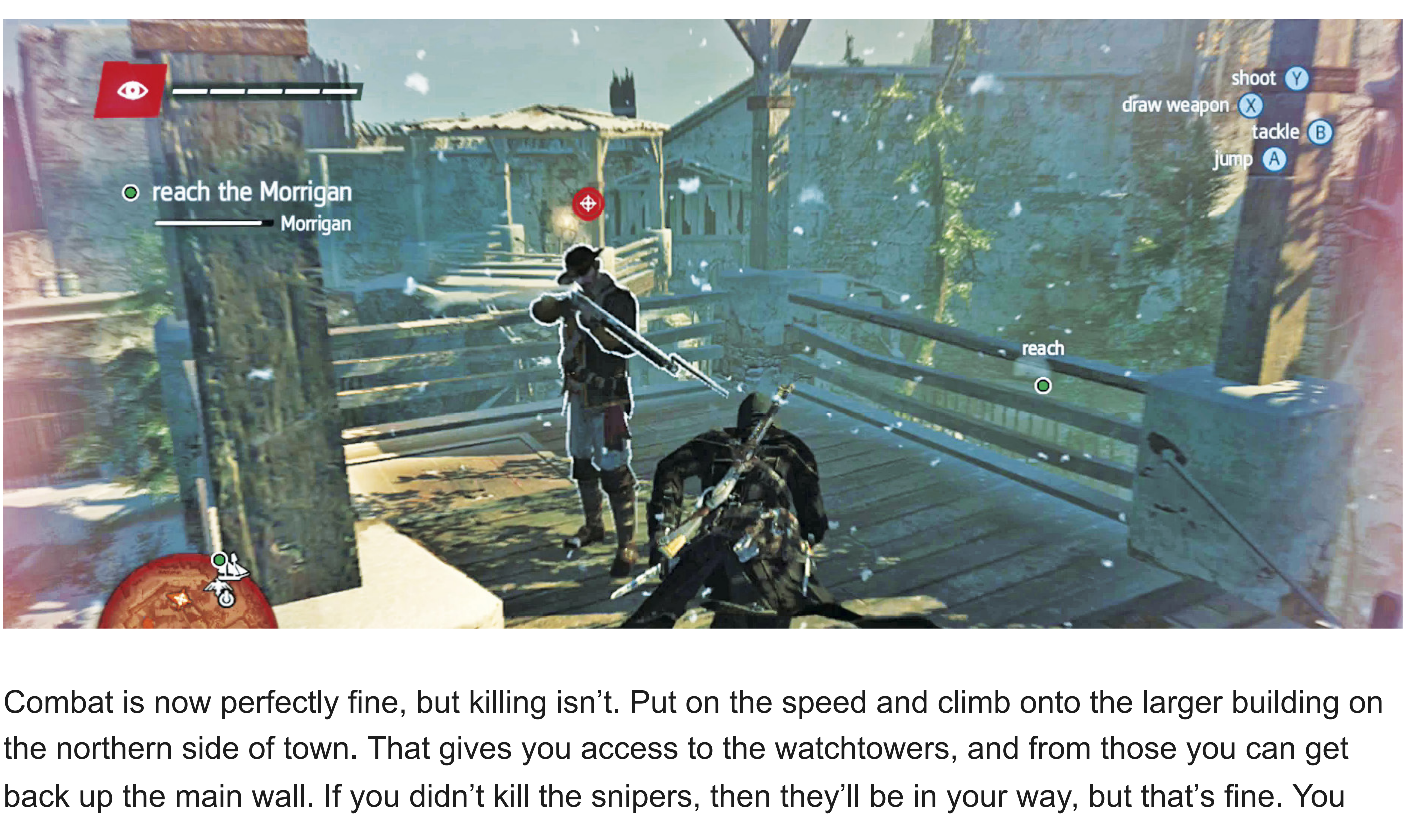
Now wait for the leader to patrol closer to your area. He has the map and appears as a yellow target in Eagle Vision. Use a Berserk Dart on him. He'll take out a patroller or two and will eventually die. That's perfect, because he won't be able to walk over to the more heavily defended area at the front of town. You just need to clear any guards that are close to his body.



When the coast is clear, approach the corpse and loot the maps. Now you have to return to your ship without getting into trouble.

RETURN TO THE *MORRIGAN*

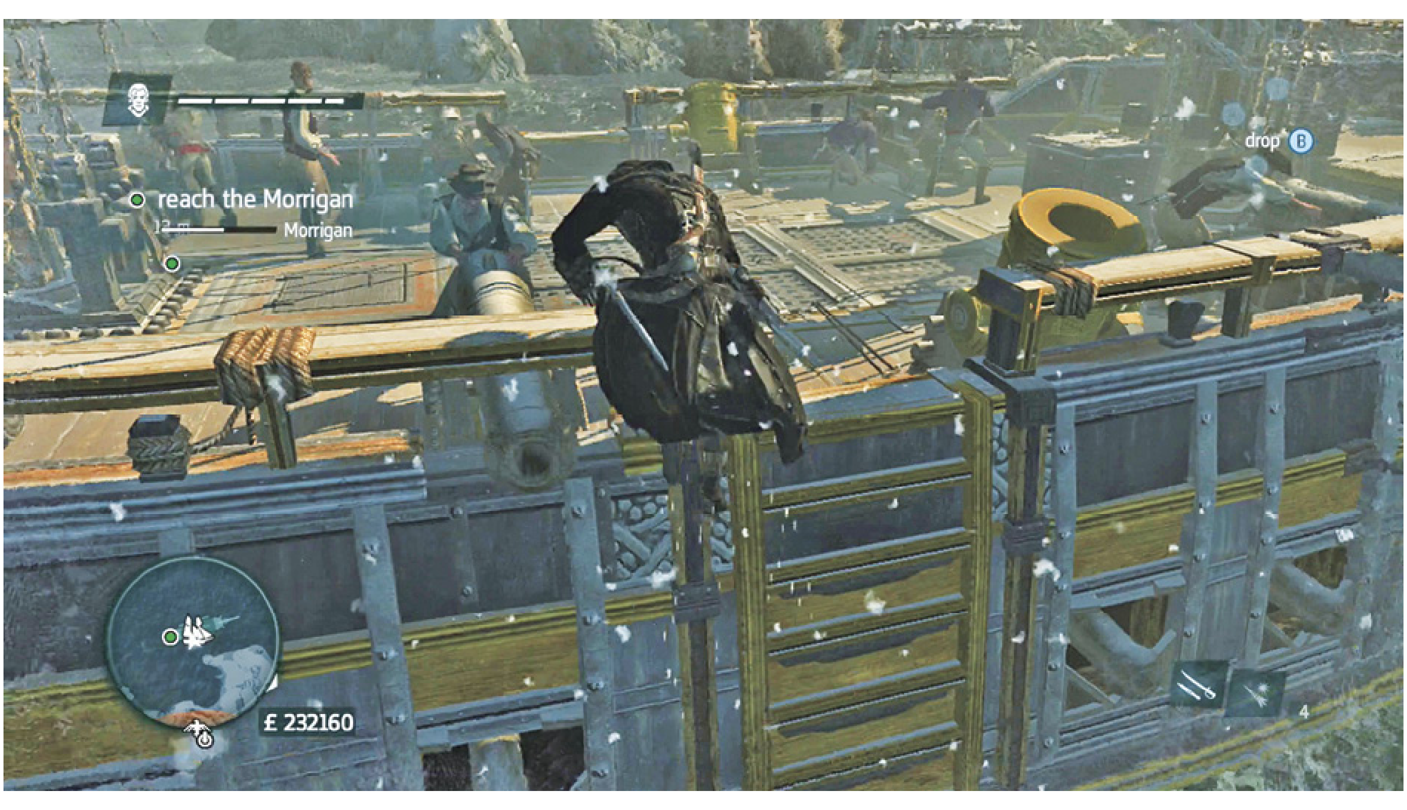
Optional: Do not kill any guards



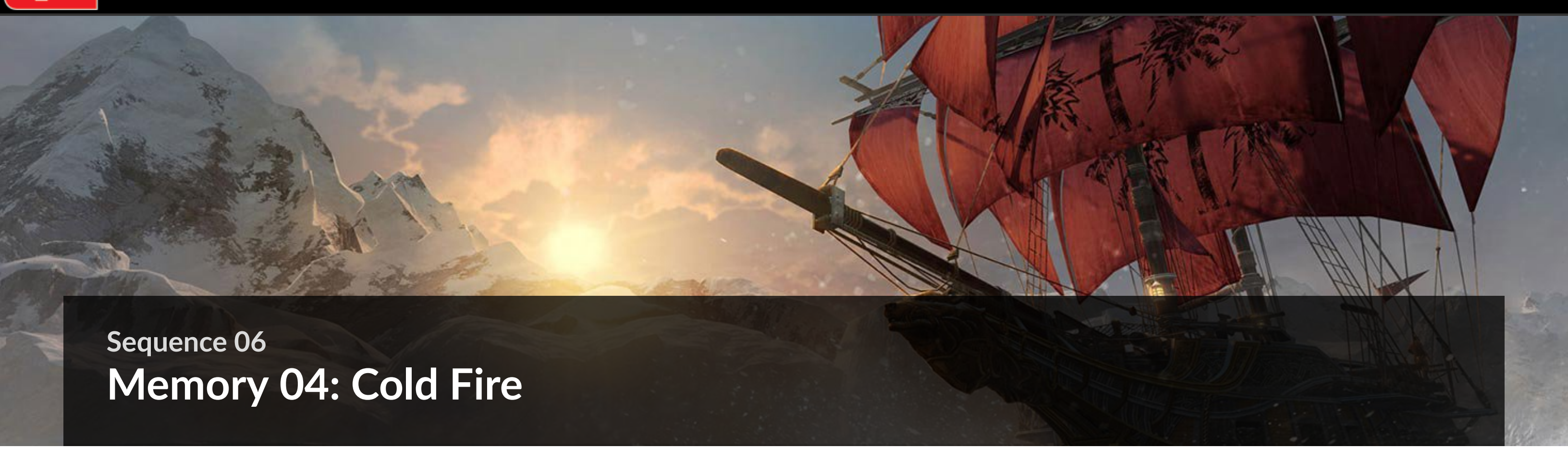
Combat is now perfectly fine, but killing isn't. Put on the speed and climb onto the larger building on the northern side of town. That gives you access to the watchtowers, and from those you can get back up the main wall. If you didn't kill the snipers, then they'll be in your way, but that's fine. You can either sprint around them and use Smoke Bombs to avoid some of their shots, or you can use Sleep Darts to put them down without killing them. More daring players can switch to their fists and knock out the gunners without doing any permanent damage to them.

Those are the only two men to beat. Everyone else is below and won't get in your way. Climb to the top of the main wall and walk to the corner of the highest ledge. It's safe to leap from there down to the water. Thankfully it's not a very long swim to the Morrigan, as your ship is taking damage and needs its captain back.

Climb onto the ship and man the wheel immediately. Catch the wind and sail away from the town as nimbly as you can. Don't stop to fight anyone, and the memory ends as soon as you reach open sea and become anonymous again.



Fast Travel to Terra Nova, on the eastern side of the North Atlantic. Your next waypoint is out on the water, not far from that harbor.

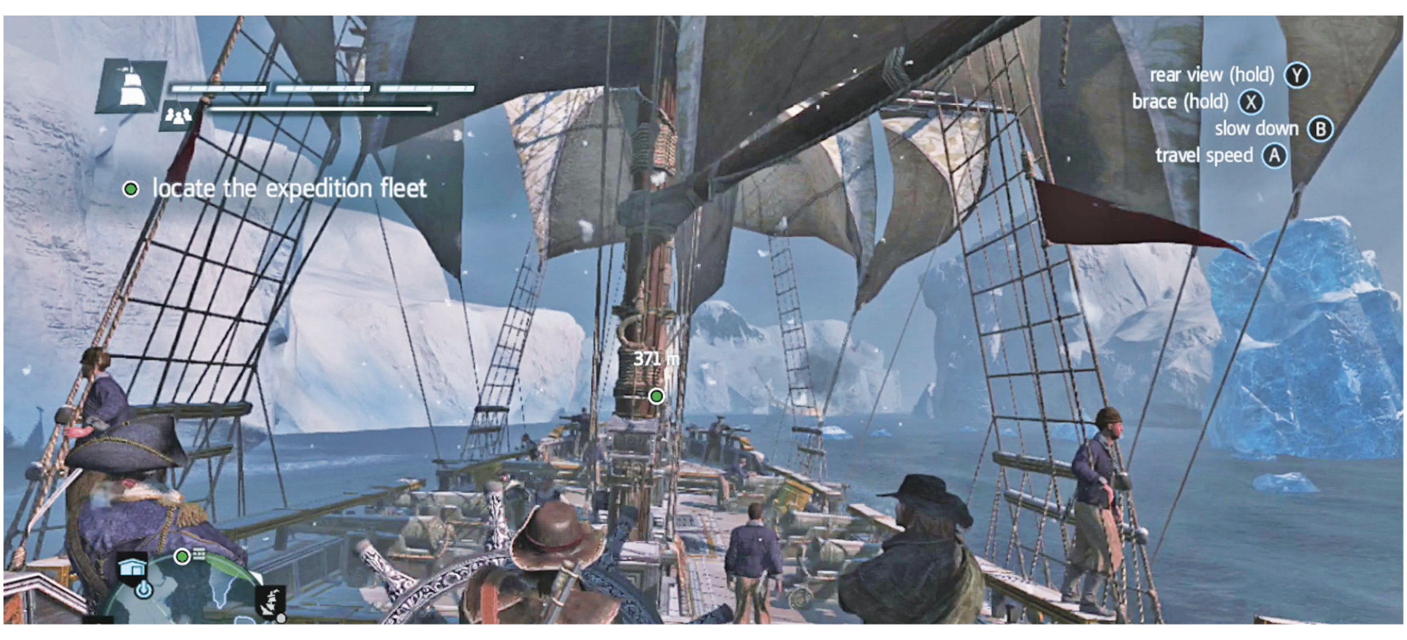


(SEQUENCE 06, MEMORY 04)

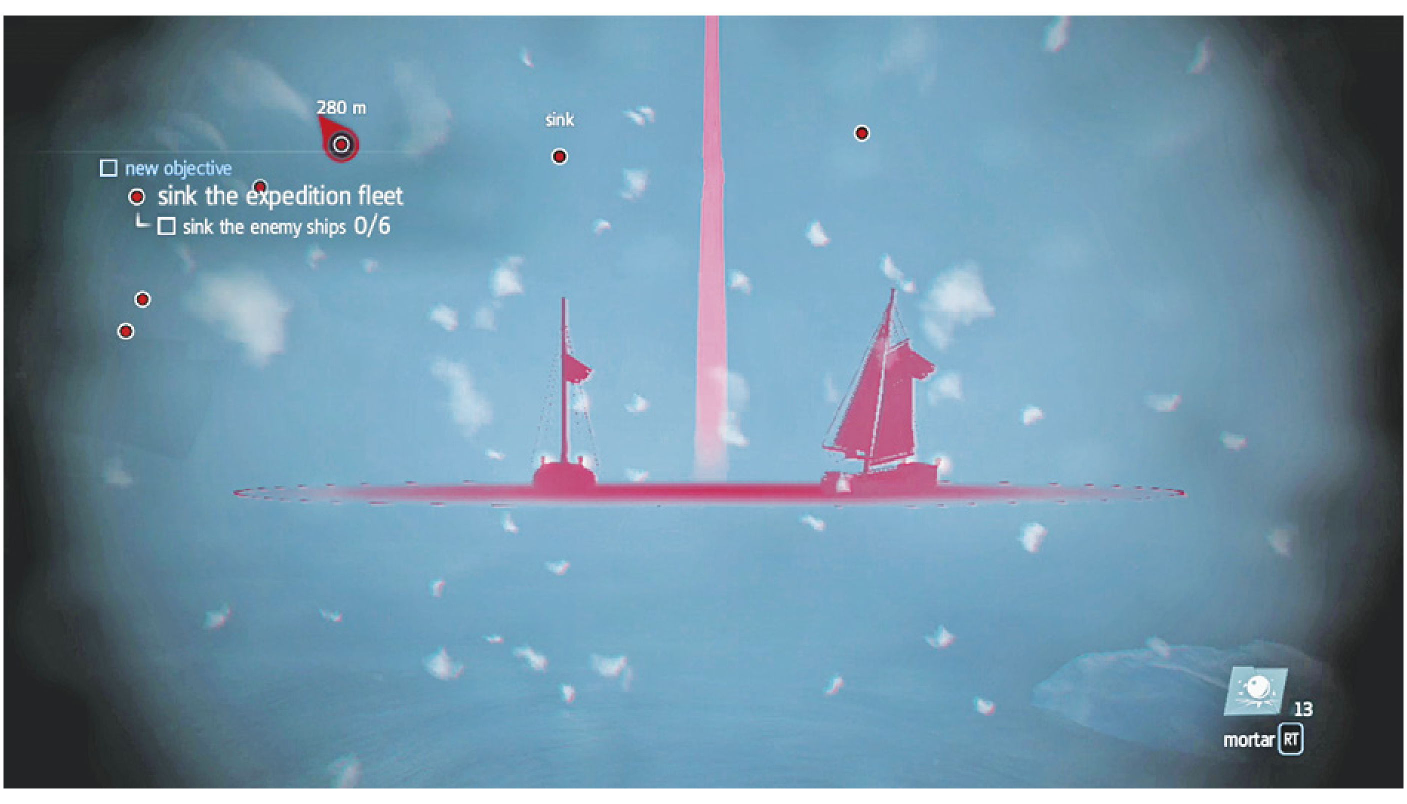
The ship is anchored near the eastern passage. Approach it and start the mission.

LOCATE THE EXPEDITION FLEET AND SINK IT

Sail east toward the narrow ice passages and move carefully through the gale that blows in. You know that enemy ships are close, but they won't reveal themselves just yet. Wait for them to appear as you sail north toward open water, and have your weapons at the ready.


locate the expedition fleet
371 m
rear view (hold) Y
brace (hold) X
slow down B
travel speed A

Use mortar fire and your front carronades to tear into the Expedition Fleet as soon as they emerge from the snow and storm. Go to broadsides with the two heavier ships to send them the pain, and mop up their smaller escorts once you've seized or destroyed the larger prey.


280 m
sink
☐ new objective
sink the expedition fleet
☐ sink the enemy ships 0/6
13
mortar RT

That should seem easy, but worse is still to come. After a short scene, you continue to hunt through the storm.

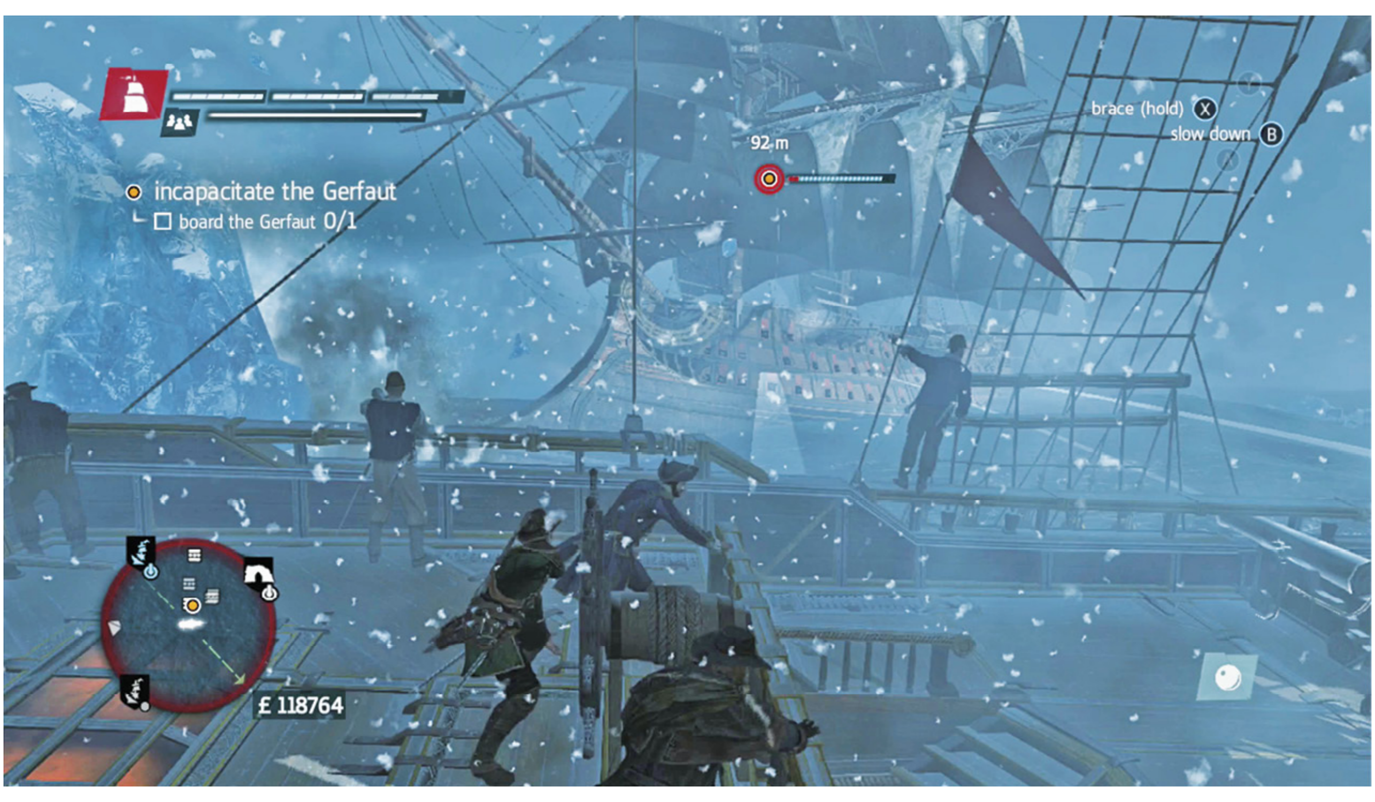
LOCATE AND INCAPACITATE THE *GERFAUT* AND KILL YOUR TARGET

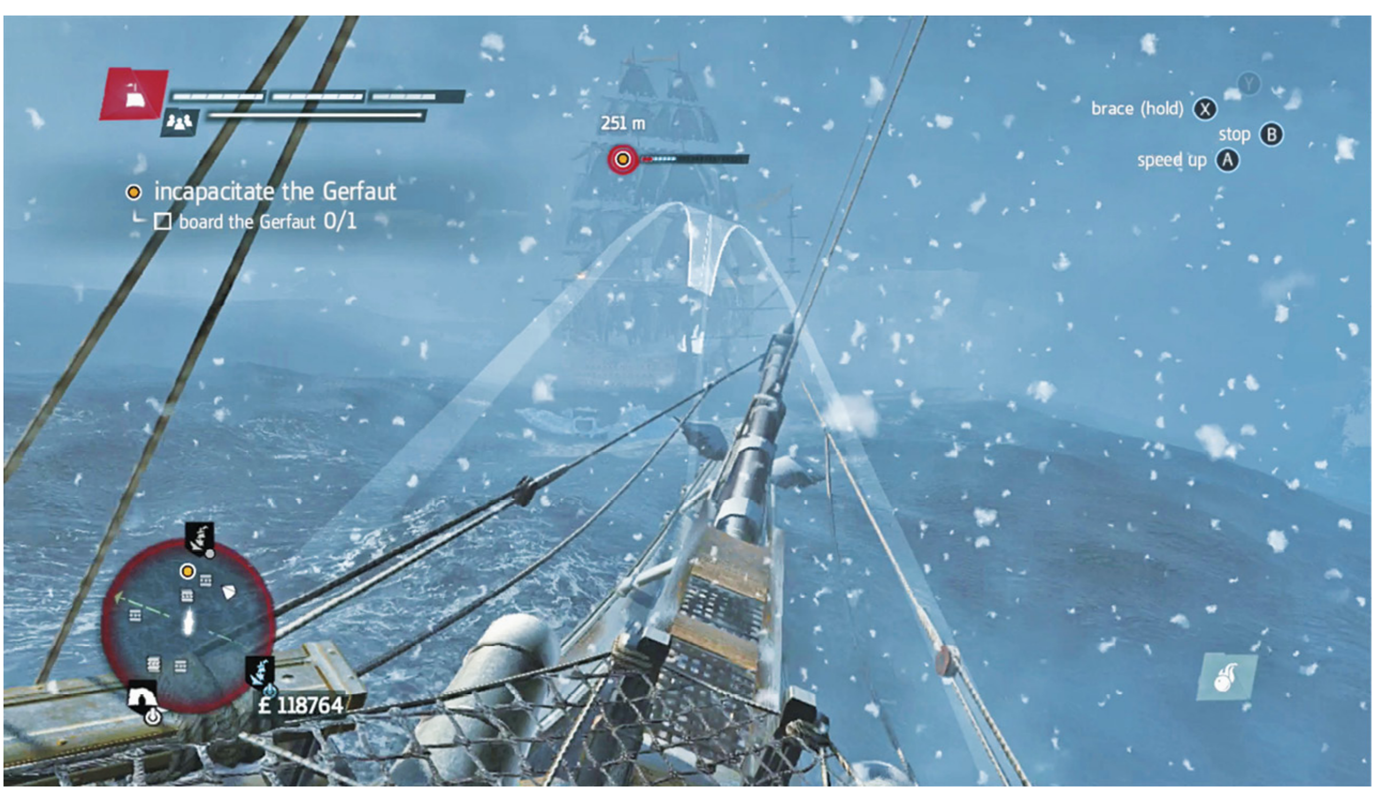
Optional: Do not collide with icebergs

Optional: Do not take any damage during your boarding

Sail deeper into the storm and have your mortar at the ready. Once you see the dreaded Gerfaut, turn all of your best guns against it. Use the mortar and a mix of front carronades and broadside cannons to deal damage while sailing between the many icebergs that litter the area.

The Gerfaut is huge and takes plenty of damage, so don't try to skimp on your best ammo usage. Throw heavy shot and mortar attacks to get any advantage you can.

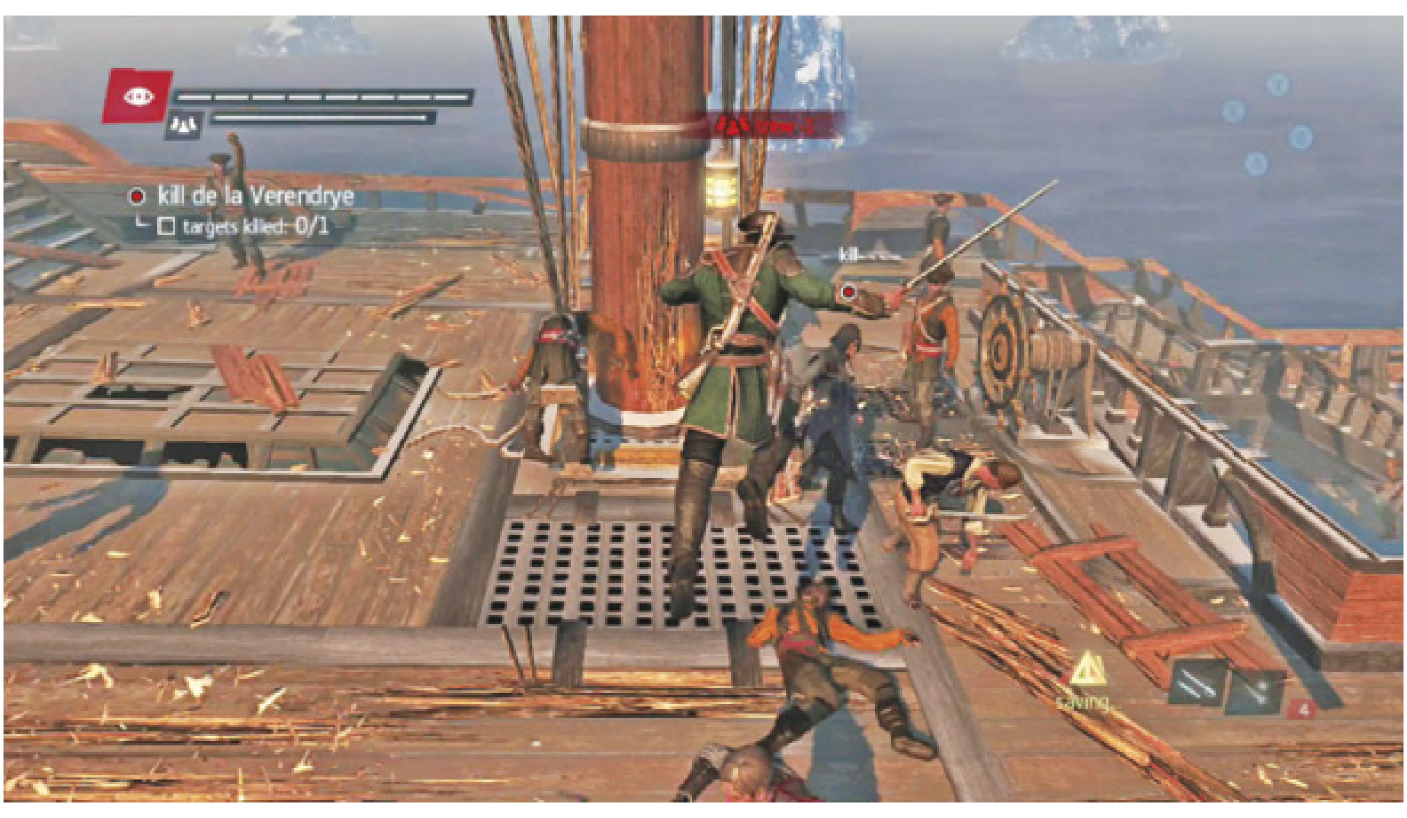

incapacitate the Gerfaut
☐ board the Gerfaut 0/1
92 m
brace (hold) X
slow down B
£ 118764


incapacitate the Gerfaut
☐ board the Gerfaut 0/1
251 m
brace (hold) X
stop B
speed up A
£ 118764

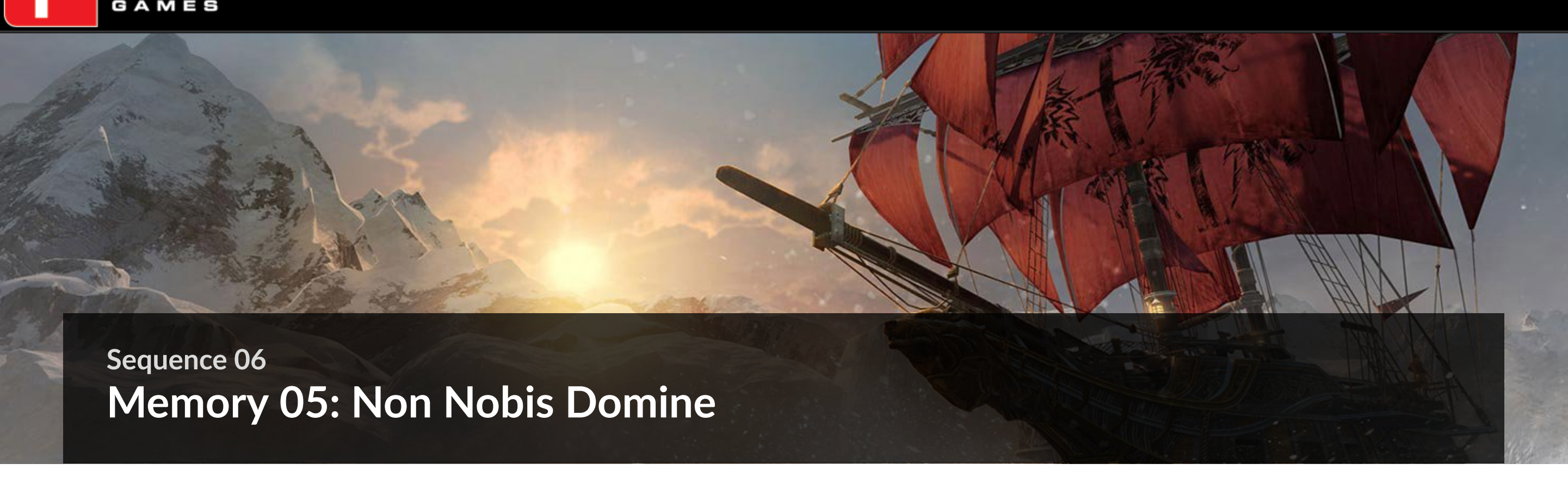
Once the Gerfaut struggles, move in for a grapple and board the wounded ship. You can't take any damage to complete all of your goals, so be crafty about this. Spray the decks with your Puckle gun at range. The Gerfaut is high enough that your enemy won't likely die from this, but why not try while you wait for the ships to close.

Then swing onto the Gerfaut toward its aft section. Let your men board first to receive the attention of the defenders, and then use that as a distraction to get in behind your opponent. Assassinate him if you can, or indulge in swordplay if it is necessary. An alternative is to use a Berserk Grenade against the leader and any nearby sailors and then leave. It's all a matter of time after that, and you won't have to risk yourself even a bit.

Reload if you're struck by anyone. It doesn't take long to perfect this, and it's nice to have 100% synchronization for the memory.


kill de la Verendrye
☐ targets killed: 0/1

When the battle ends, Fast Travel to the HMS Miranda shipwreck, or anything else that's near the northeastern portion of the map.



Sequence 06

Memory 05: Non Nobis Domine

(SEQUENCE 06, MEMORY 05)

Sail toward your meeting point and start the last leg of this journey. Things are coming to a head.

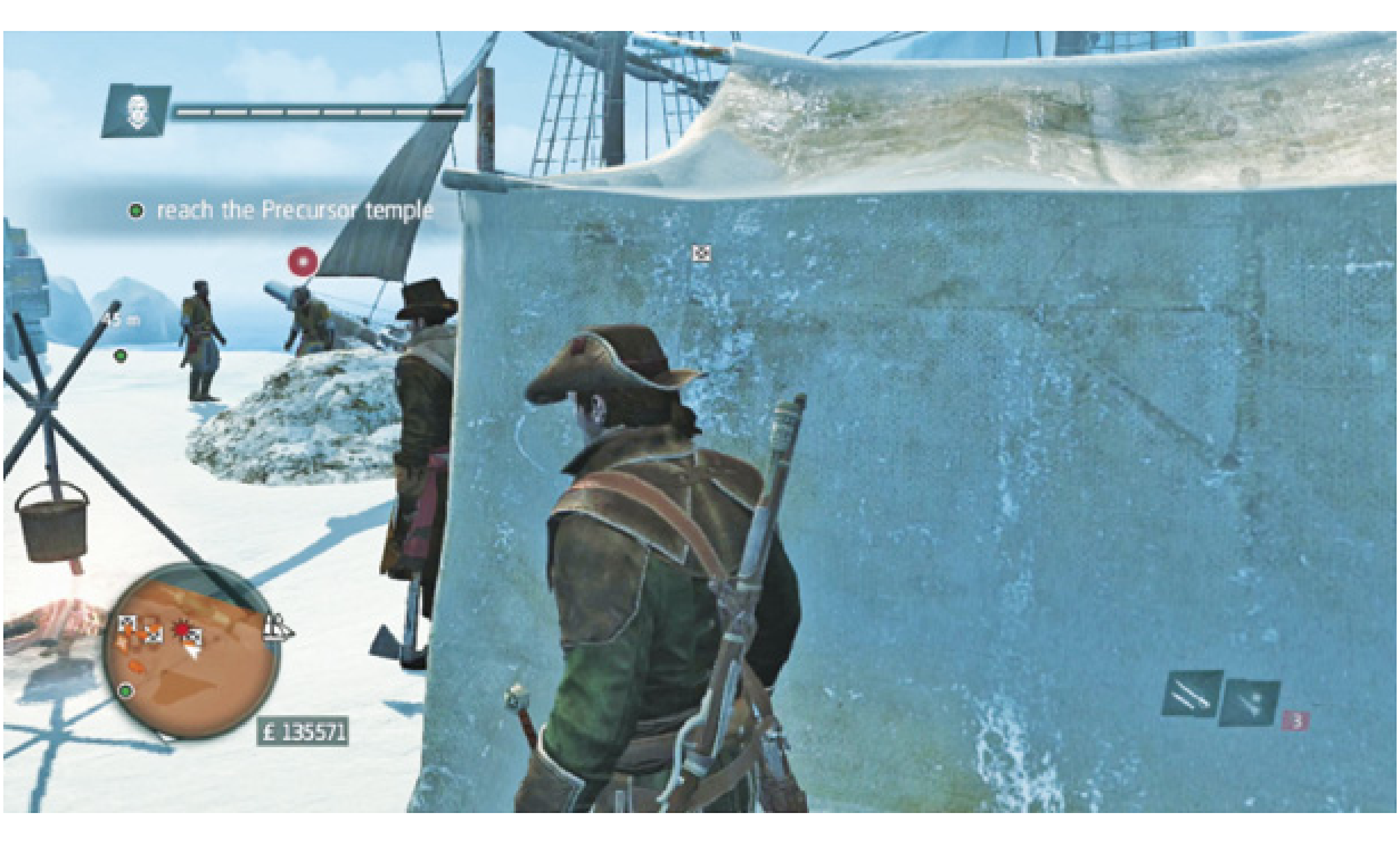
REACH THE ASSASSIN EXPEDITION

After a short scene, you're taken out onto the ice. The Assassins are close to finding something important, but you have a chance to intervene. Walk through the gap in the glacier ahead and cross a canyon of ice floes and water. Climb up the far side and get onto safe ground at the top. This won't take long, and then you get a good view of the Assassin's ship.

Your enemies have set up a camp on the floe here. There are brigands all over the place, but they're not watching the ledges where you enter the area. There's plenty of time to plan a route through. You can put the enemies to sleep, cause a distraction, or leap down into deadly combat. There aren't special objectives to worry about, so use the method that you enjoy the most.

There aren't many good ranged defenders in this camp, so you're quite safe if you set up on the ledges and fire down on your targets.

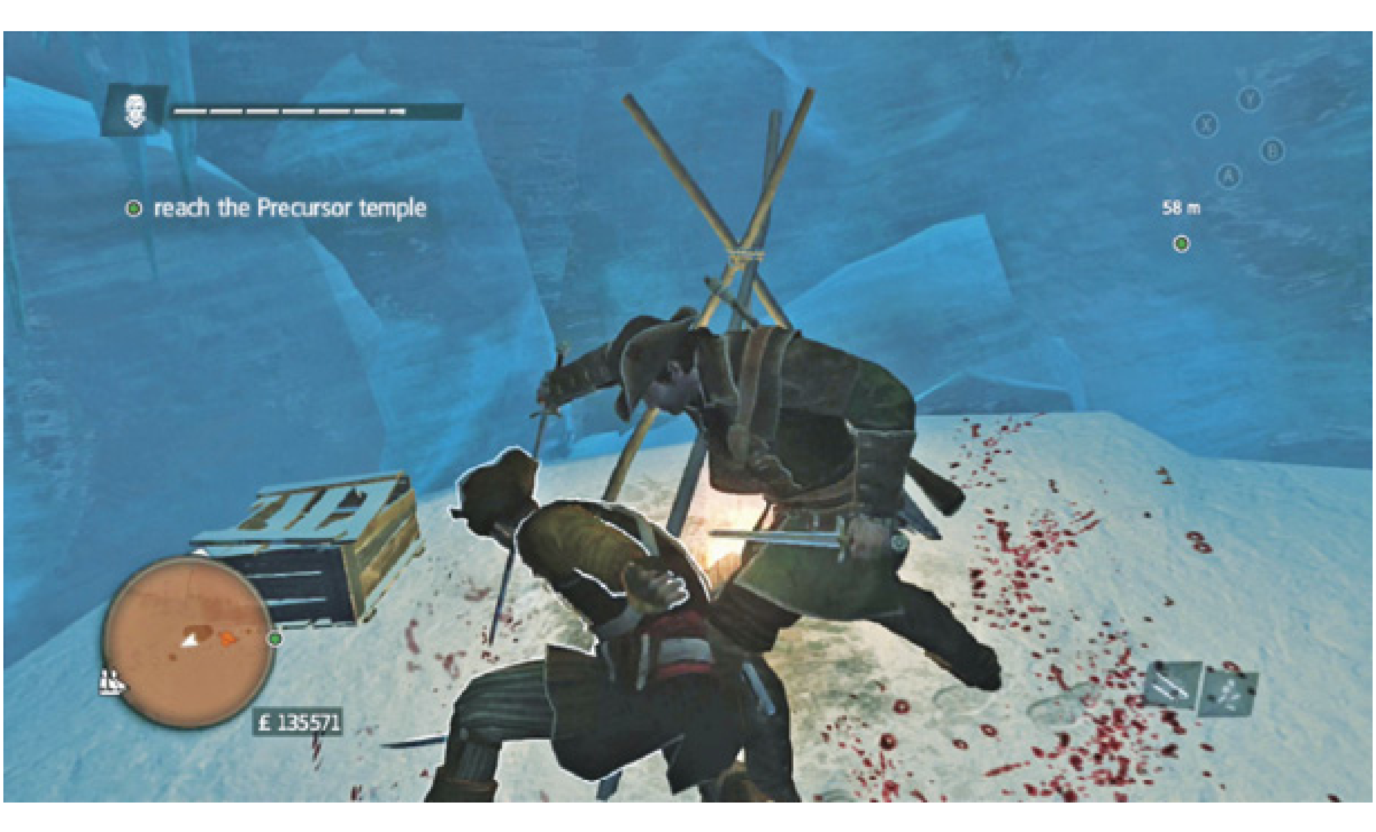
Whatever the case, there are ladders at the other end of the floe. Walk over to those and climb toward the waypoint. You're separated from your companion, but this won't stop Shay from continuing.

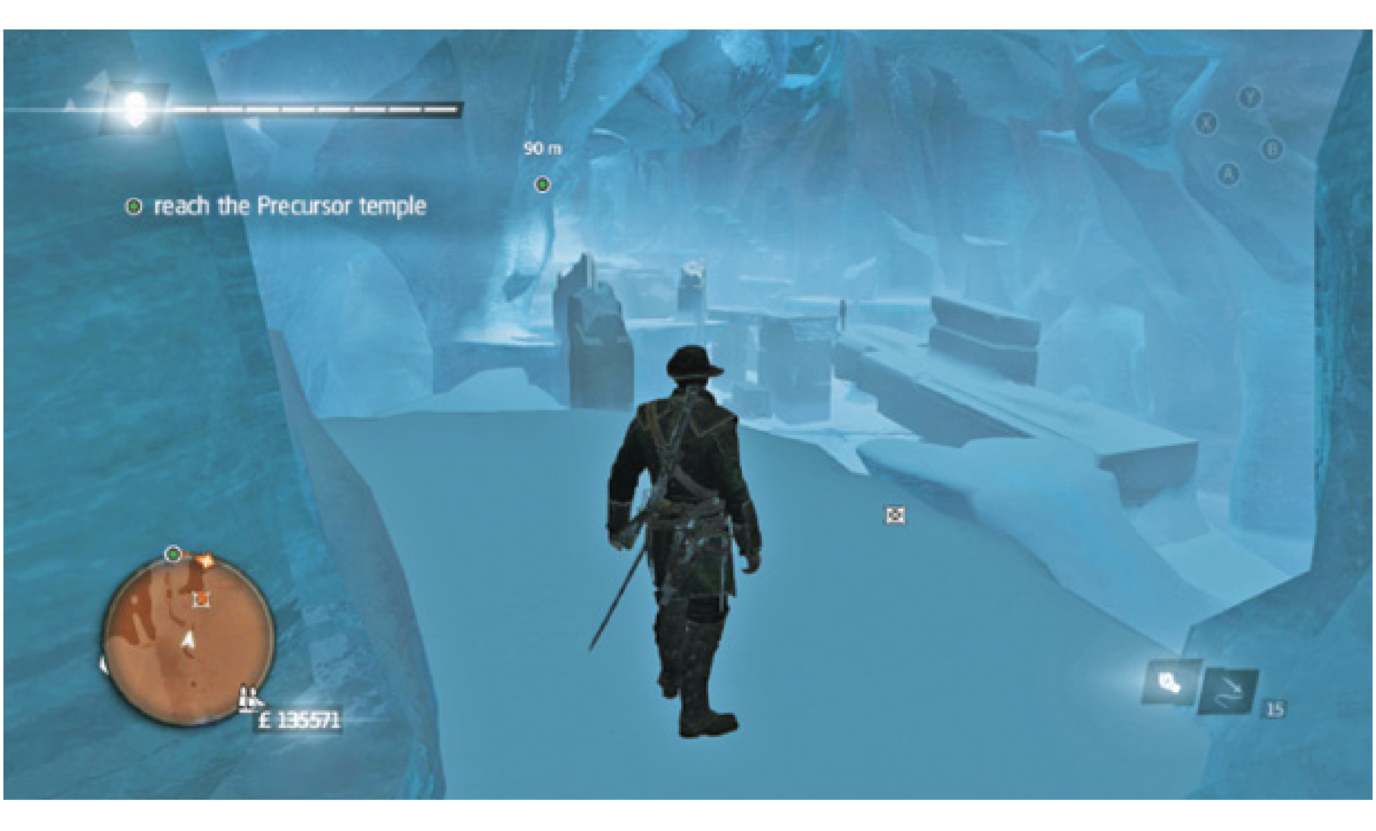


REACH THE PRECURSOR TEMPLE

Two small camps of brigands are sitting between you and the next waypoint. There are only a few defenders at each, so grenades clear them out really well (and ambushes do too).

The larger fight is in the huge cavern that opens up soon after you pass the second camp. Many more brigands are down there, including ranged troops and melee fighters. If you want to be quick about the whole affair, race along the top and middle of the room and climb the far side to escape before they can react. This is effective and extremely fast, but may not be as much fun if you enjoy sneaking or slaughtering.

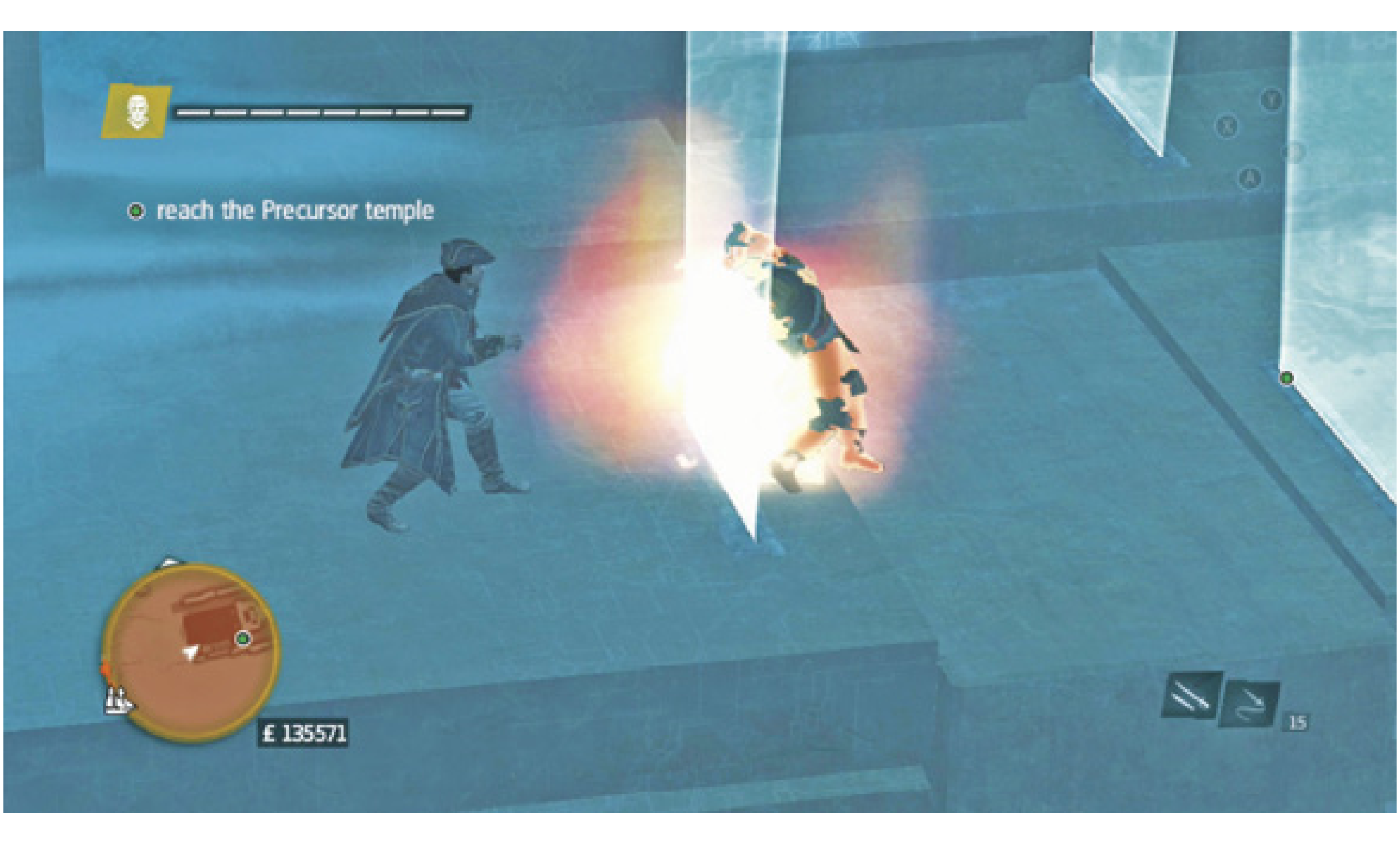




The narrow corridor comes to a room with special technology. The way is occasionally blocked by a white barrier of energy. During a short cutscene, you find out what happens to people who try to force their way through the barriers. Don't try it!

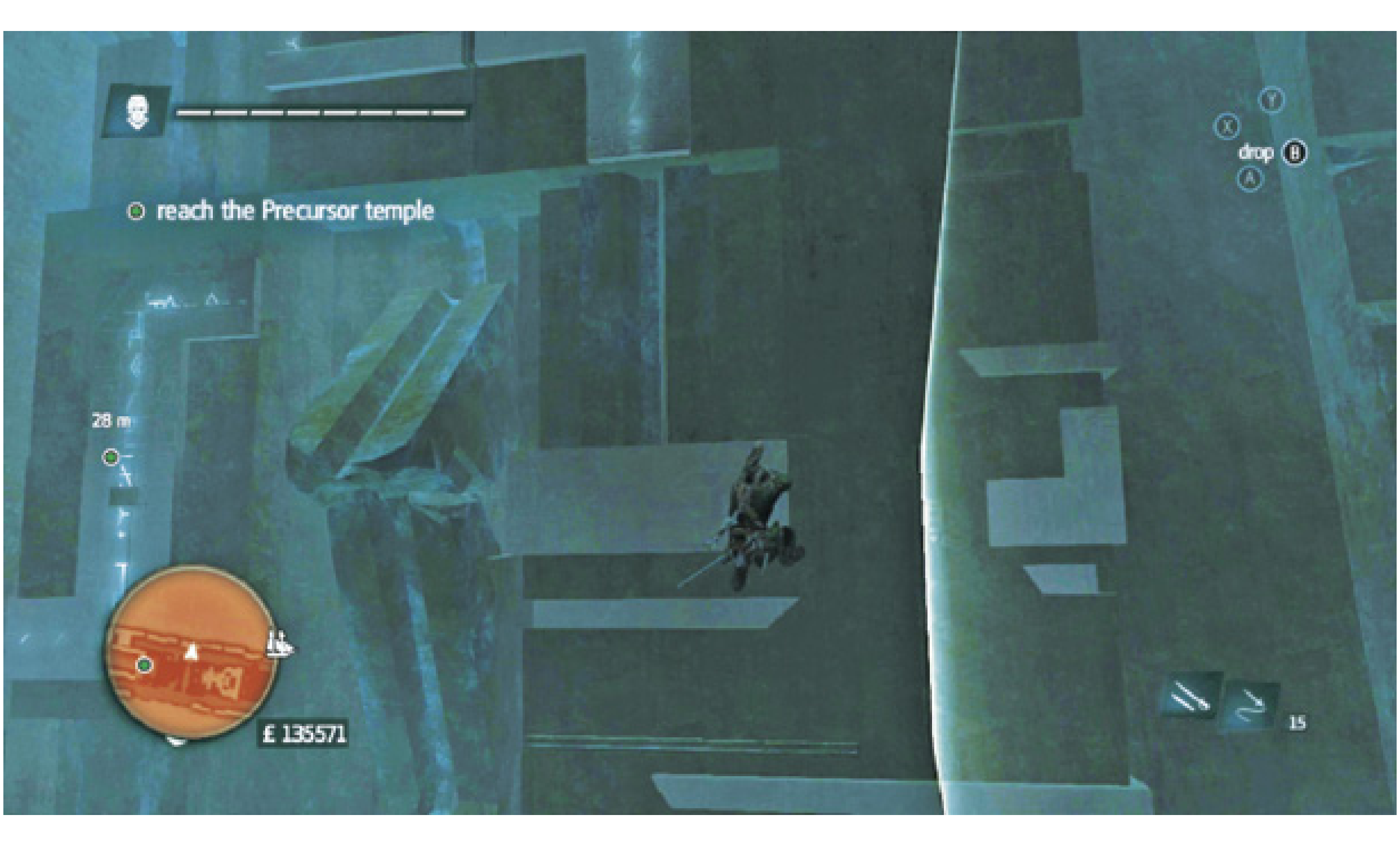
Instead, wait patiently when you see the ground start to crackle. The energy rises to fill the corridor but recedes before long. Hurry through to the other side of the room. You're safe, for a moment.

The heart of the temple is guarded by an even more complex machine that has those energy barriers all over the place. You need to move slowly and carefully through the room. The first section is a jumping puzzle that requires you to leap from pillar to pillar behind the barriers as they close. Wait too long and they'll open back up on you. So barely wait for the energy to fade before you leap onto the next pillar.



This gets you to another bridge. Cross it toward a wall that has moving handholds and more barriers. Get onto the vertical block that moves down toward you, and pull Shay up before he gets hit by the energy bridge that lights up.

When the platform reaches the top of the room, move to the left across another mobile platform. Take this farther left, then use the same techniques to get back down and to the far side of the room.



Your last obstacle is a pillar with multiple barriers emanating from it. Jump onto the scary-looking thing and shimmy left when its power fades. Climb up to avoid the next obstacles, and then back down after you pass it. At the end, you can leap to the stairs where your waypoint is located.

Advance until you reach the next cutscene.

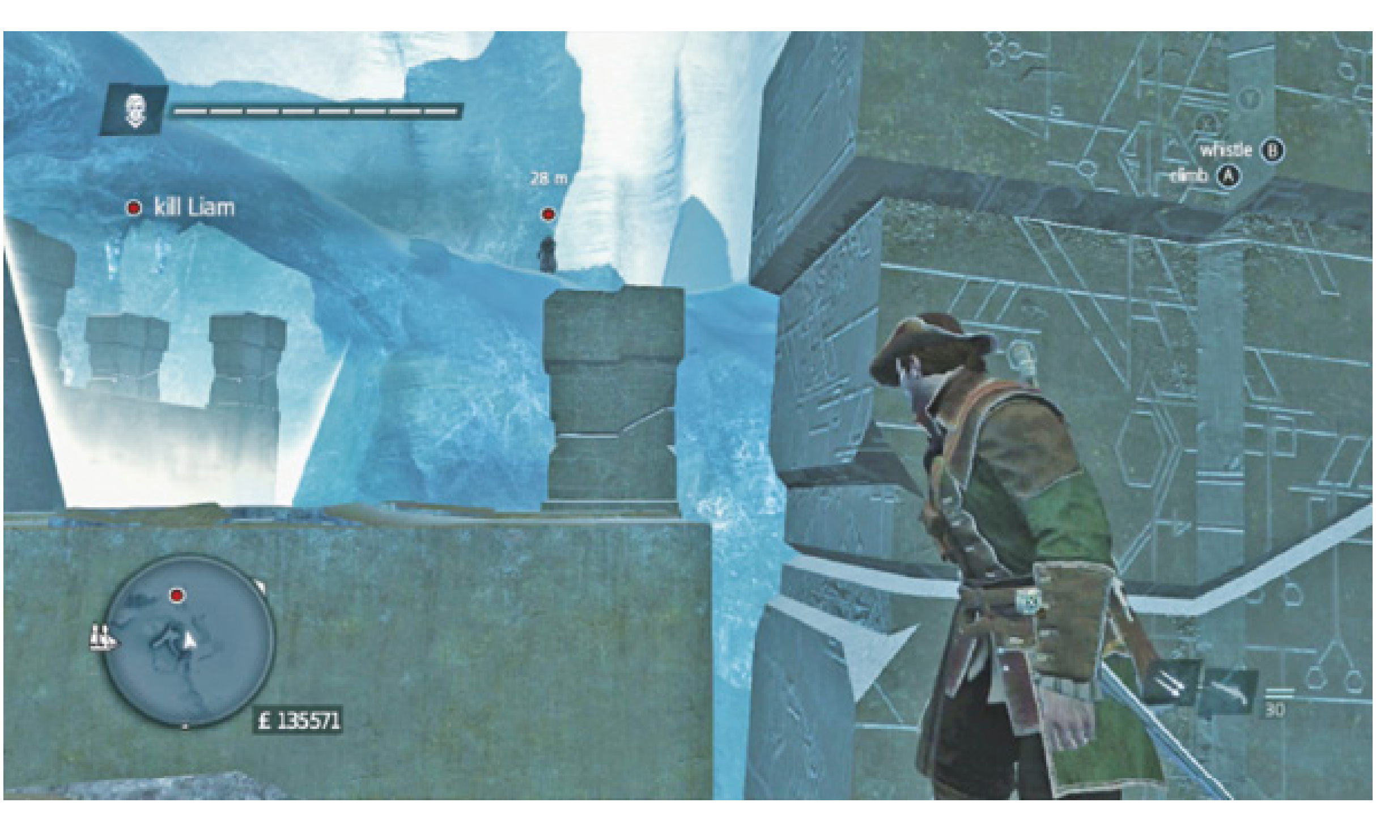
KILL THE ASSASSIN

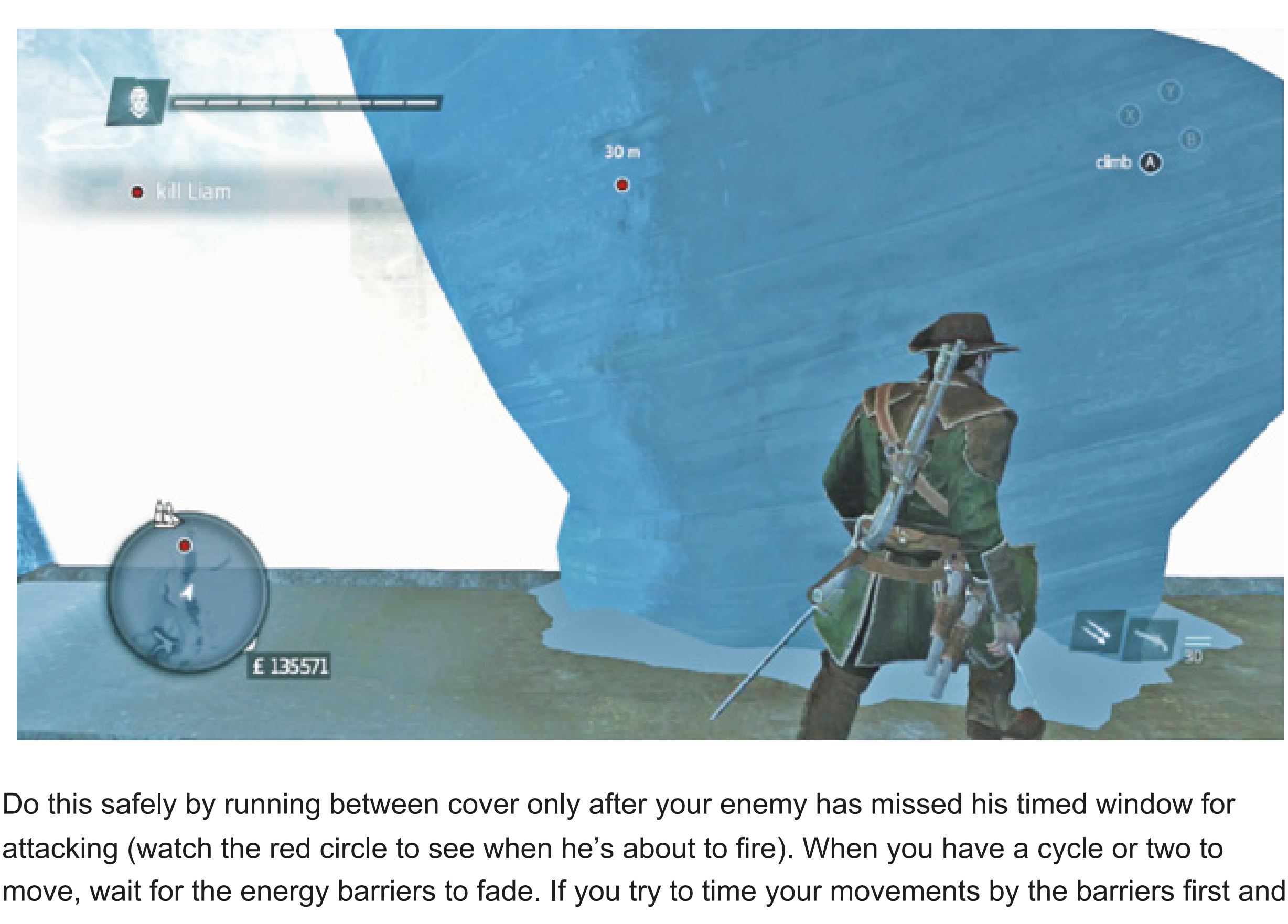
Optional: Do not hit energy beam walls

Optional: Do not get shot

Watch the scene and get yourself ready for the best chase in the game. This is another sequence that is difficult to win with basic tricks; it's more about dodging and knowing the area. It's quite doable even without practice runs, and you can always reload if you want to get it down perfectly.

The real challenges begin when you get past the collapsing rooms and start to confront the Assassin you're chasing. He'll have a great angle of fire on Shay, and you need to use the ice barriers on the sides for cover. That would be fairly easy if you didn't also need to get through the energy barriers.





Do this safely by running between cover only after your enemy has missed his timed window for attacking (watch the red circle to see when he's about to fire). When you have a cycle or two to move, wait for the energy barriers to fade. If you try to time your movements by the barriers first and then the Assassin second, you'll probably get shot and lose your optional objective.

There are two sections of this, and the second one is even more demanding. Don't try to make the last jump until the Assassin leaves his position and flees.

Having done all of this, you don't have to go through a duel to finish things. Instead, run to the end of your ledge and use an air assassination to defeat your opponent.

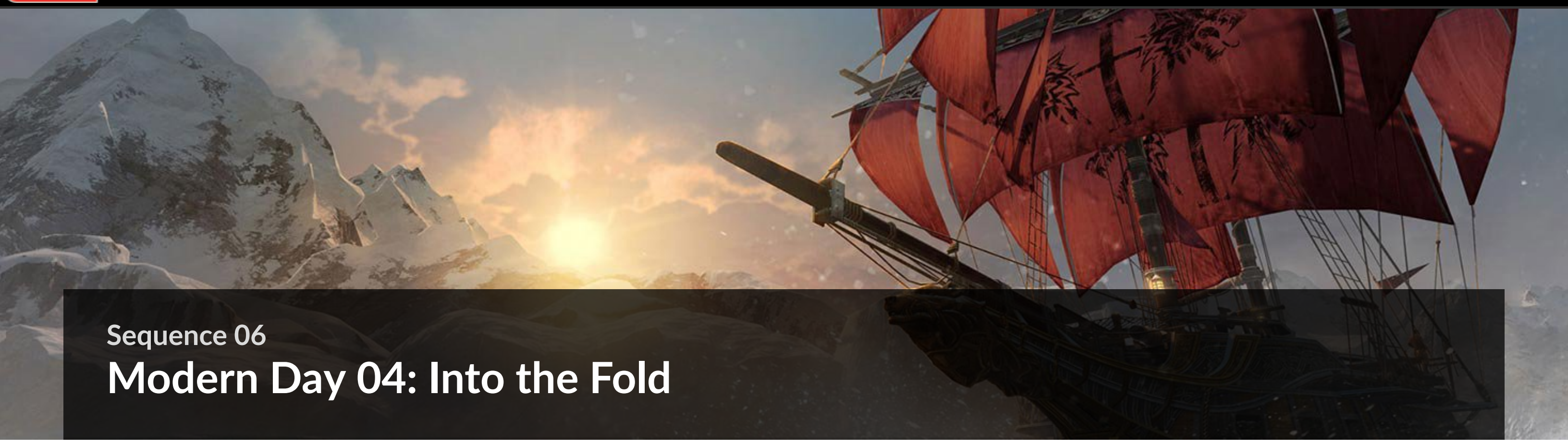
RETURN TO THE *MORRIGAN*

LAST CHANCE TO COLLECT IN THE OFFICE

Your actions are about to take things to their conclusion. This ends your time in the office, so any computer repairs or document collection has to finish before you access your system one last time.

Don't worry, though; you still get to use Shay after this point, so all other collectibles, questing, and actions will still be available. Only the office is going to be closed to you.

Stay on the ledges to the right and take the open path back to your ship. Another awesome scene takes place when you reach the Morrigan. Watch that and complete this sequence. You unlock the achievement/trophy "Brotherhood Broken" as the scene closes.



Sequence 06

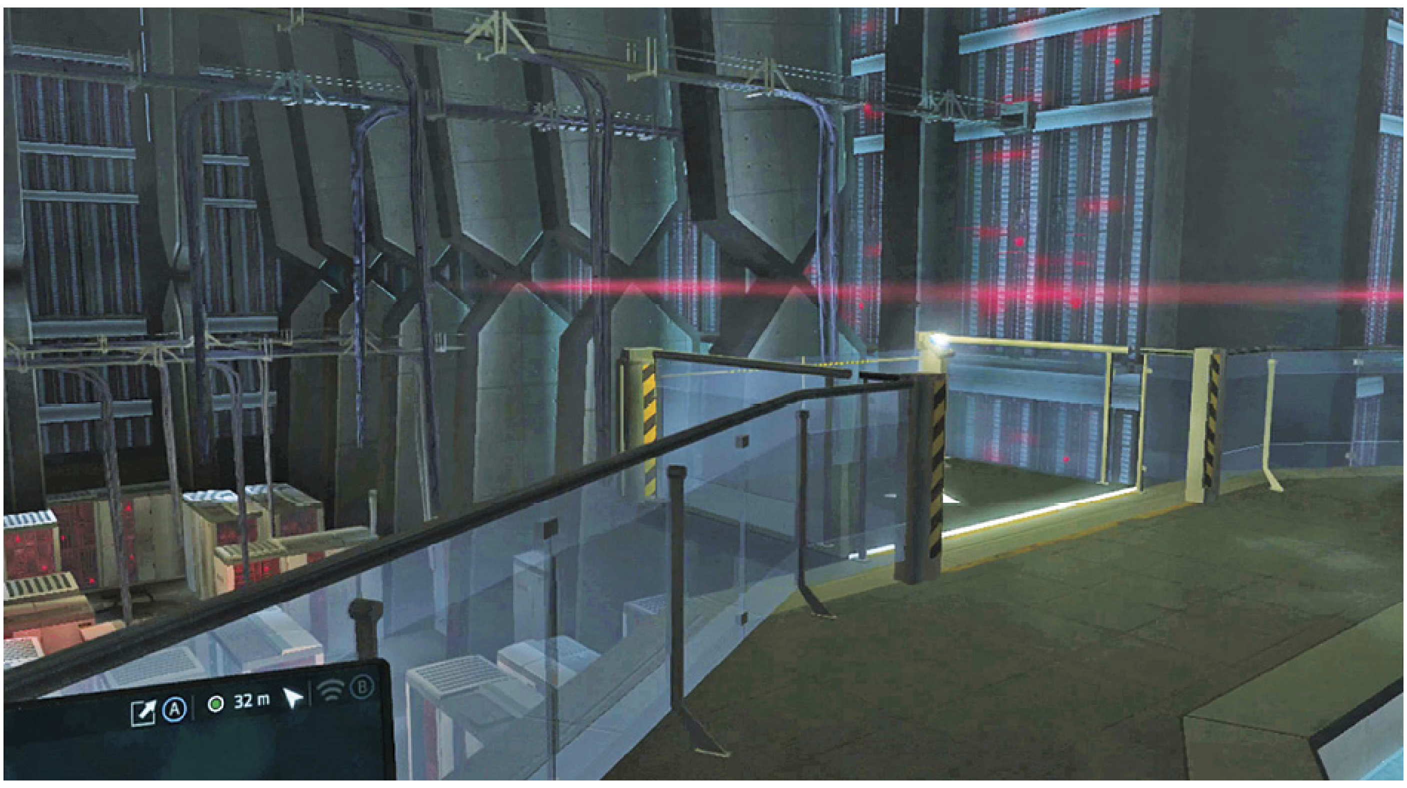
Modern Day 04: Into the Fold

(MODERN DAY 04)

There are loose ends that must be tied up before the entire story of Shay Cormac is finished. You wake up at the office and your manager asks you to go down to the basement to fix one more server.

entertainment
abstergo

Go to the elevator and head down. You're given Level 3 Security Access, which opens all of the remaining doors in the building. You can get the last of the Tablet Documents and the computers that are in the building (including the basement, which has both of those collectibles).



Follow the red emergency lights through the dark hallways, and pick up Tablet Document 17 on the northern side of the map. The server room is at the end of the tunnel, where you find a small service elevator. Take that down into the server farm, repair the system, and return to the platform above. Use the terminal up there to make an important upload, and then return to your cubicle.

Using your terminal unlocks the achievement/trophy "Sending a Message." It also takes you to the last of the fragmented memories.

(FRAGMENTED MEMORY 03)

Back in the Animus, you enter a final, damaged section of memories. If you play both Rogue and Unity, then watch this final act very carefully. You may notice a few interesting consequences that your actions in other games have had here in this scene.

TRANSLATIONS

The three Fragmented Memories you've seen have strange text names, but what if it's all a code! The numbers and letters could be digital references.

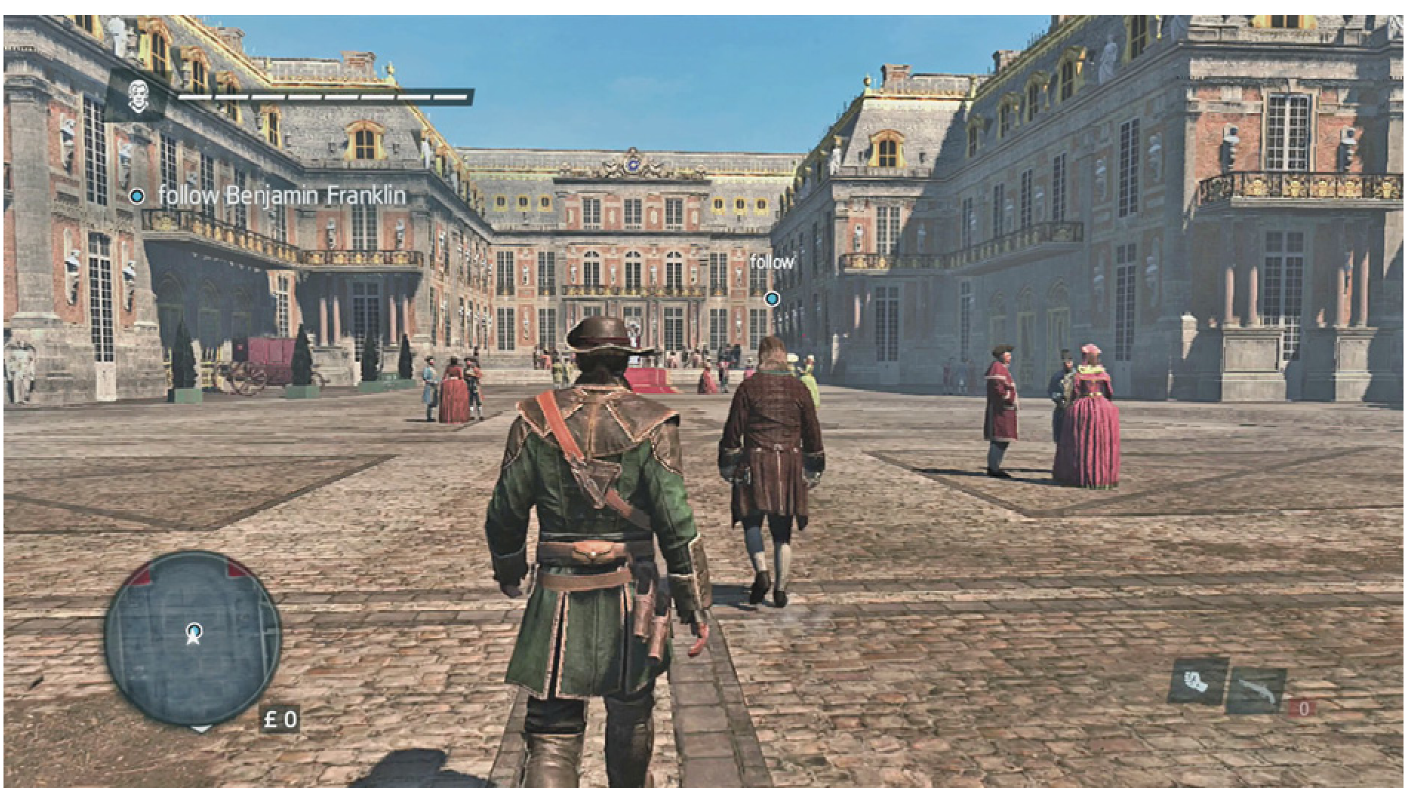
Go to an Internet browser and type in "Base 64 Decode." Use a site with that function to translate the three Fragment Memory codes below to find out what they actually mean.

RGVjb25zdHJ1Y3RlZA==

UHJvdGVjdGlvbgOK

QXNzYXNzaW5hdGlvbgOK

FOLLOW THE DIGNITARY



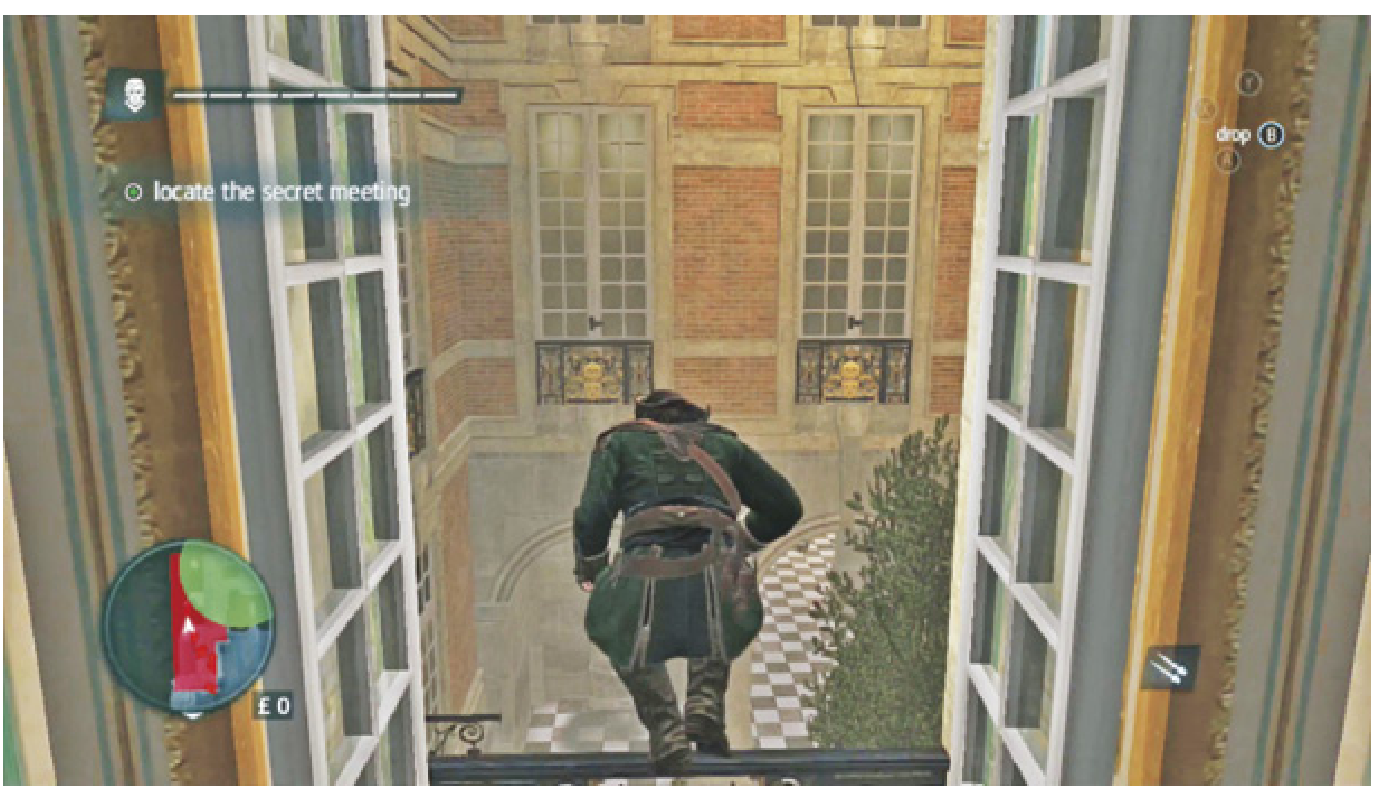
Meet with your old dignitary friend and walk with him toward the palace. It's a good way to avoid suspicion from the French guards, but you can't go all the way in with him. Stop in the front yard of the palace and go forward alone. You spot your quarry entering the front door, but you don't have a formal invitation. There has to be another way in.

Turn around and go to the left side of the building. Walk around the hedges and through the garden, and climb up the walls to a balcony above you. Get inside through an open door. Now you're part of the party!

LOCATE SECRET MEETING

Go through the next few rooms by blending with guests. Stay close to people at all times so that Shay doesn't look like he's doing anything dangerous here. He's mixing! The guards stay out of your way if you do this, and if any block your route forward, just wait until they patrol elsewhere, giving you time to advance without being spotted.

Go back to the first floor by jumping out of an open window several rooms in. There's a single guard below, but he can easily be dispatched. Proceed toward the back of the palace now that you're on the first floor.

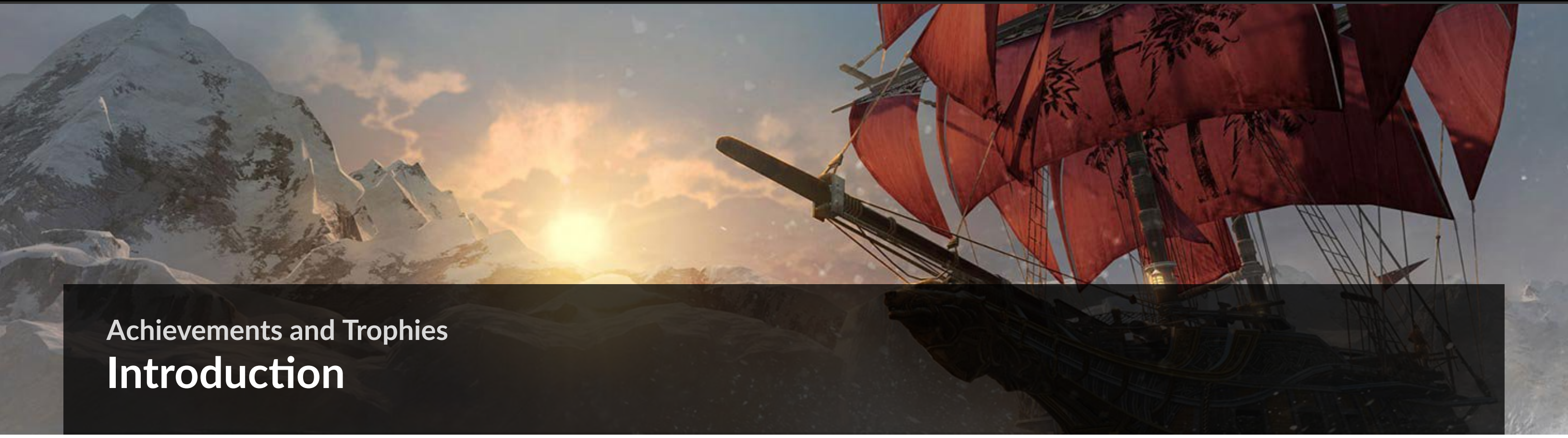


Again, stay with the party guests for cover. Cross the long room and look for your target as you reach the end. He'll enter the room with one of his associates, but they soon split off. Follow your quarry for just a moment, and then put a blade in him to initiate Shay's final scene.

You have now unlocked "No Page Unturned."

Watch the last Abstergo scene as well, and then the credits roll.

"Templar Then, Templar Now" also unlocks when the credits finish. Congratulations! You're returned to Shay's memories and can collect items and upgrade everything in the game to your heart's content.

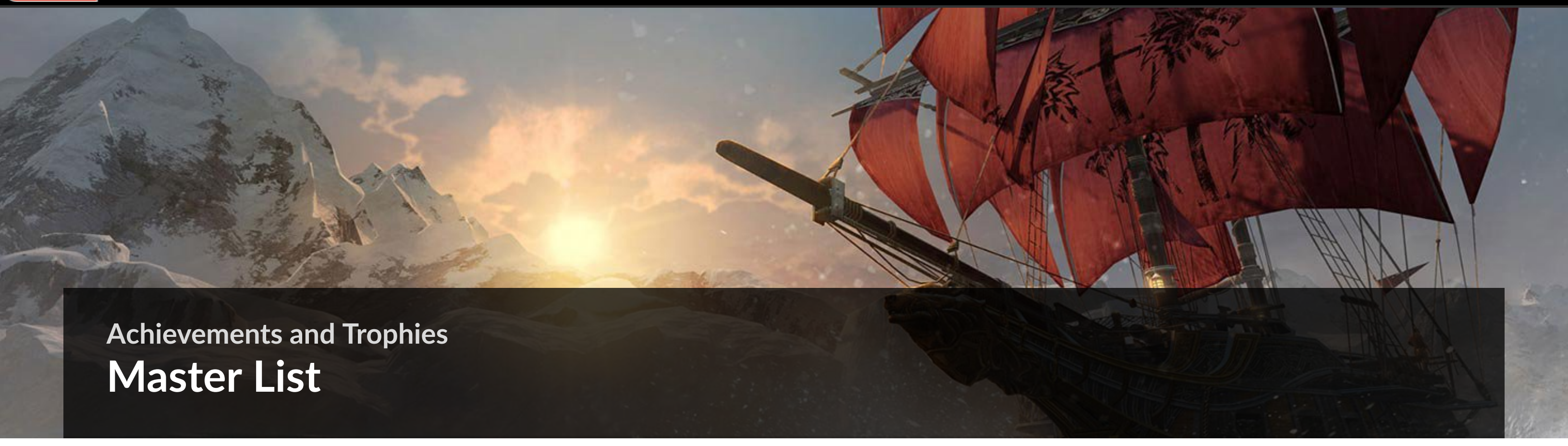


Achievements and Trophies

Introduction

All of the unlockable achievements and trophies in Rogue and are listed in this chapter and give you a few tips for collecting them.

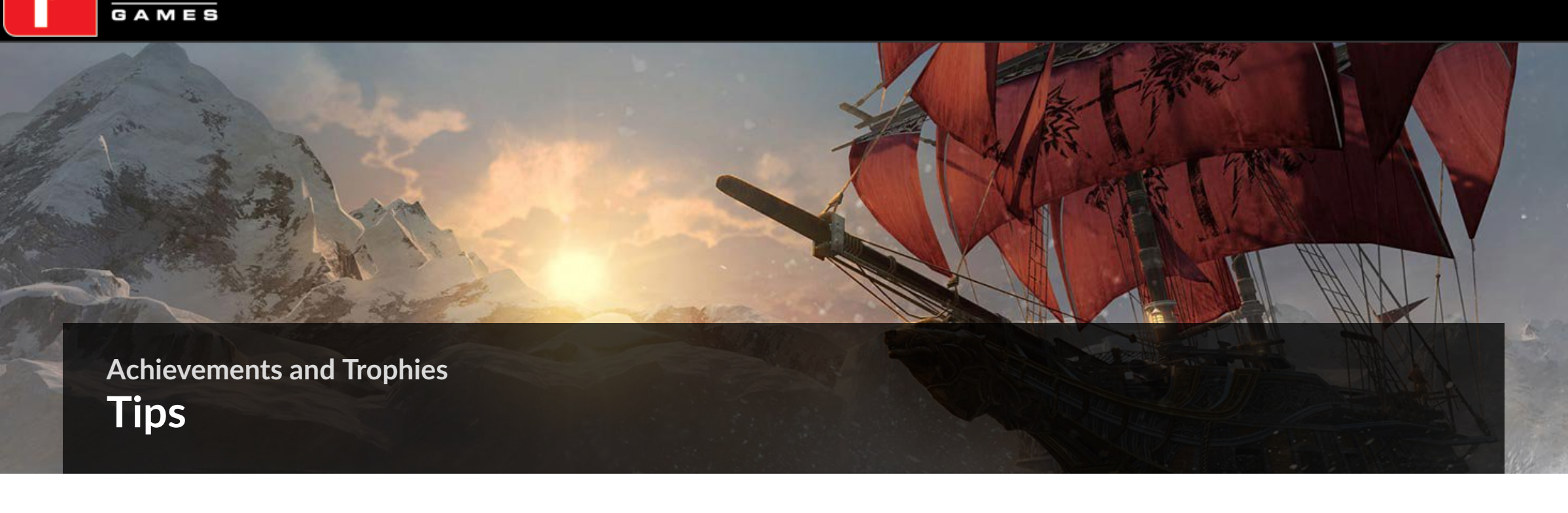
And don't worry, all of the challenge information for the achievements and Trophies have references to portions of the game, not to the events that actually happen. Even when their names are suggestive, it isn't entirely clear what is going to happen until you've been through the events. Thus, this isn't a spoiler chapter.



Achievements and Trophies

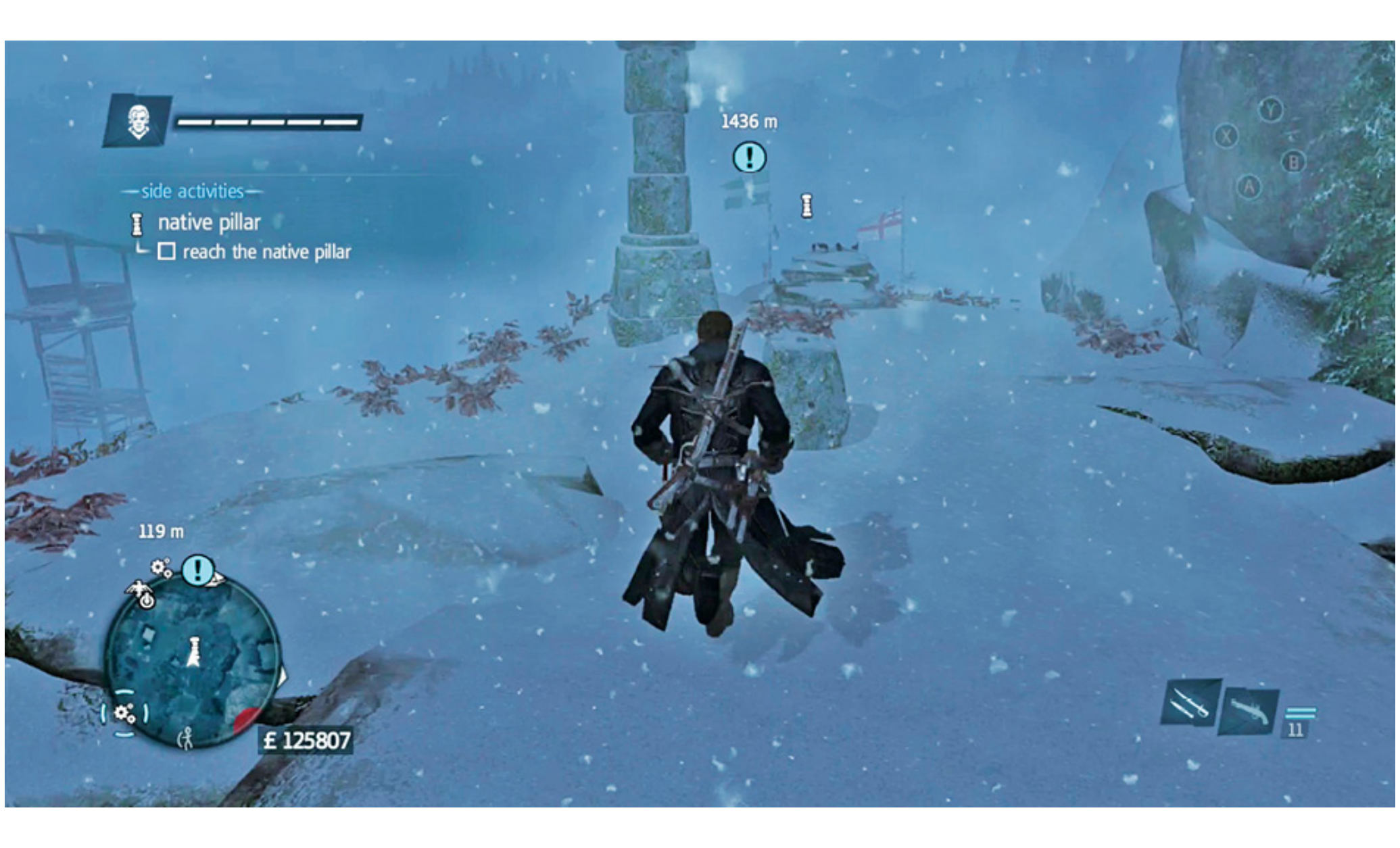
Master List

NAME	CHALLENGE	XBOX 360 REWARD	PS3 REWARD
A Worthy Cause	Complete Present 3	20 Points	Bronze
Achieve Full Synchronization	Achieve 100% Synchronization	50 Points	Silver
Ancient Hero	Get the Native Armour	20 Points	Silver
Brotherhood Broken	Complete Sequence 6	20 Points	Silver
Camper	Loot 20 Supply Camps	20 Points	Bronze
Capture All Gang HQs	Capture all Gang Headquarters	30 Points	Silver
Cartographer	Visit every location in the game	20 Points	Bronze
Dedicated Employee	Complete 35 Abstergo Challenges	20 Points	Bronze
Defense First	Survive a reverse-boarding	10 Points	Bronze
Denied	Counter 15 air surprise attacks	20 Points	Bronze
Did I Do That?	Complete Present Day 1	20 Points	Bronze
Do Not Want	Counter 20 Smoke Bombs successfully using a gas mask	20 Points	Bronze
For the Empire!	Capture all forts	30 Points	Silver
Freedom Fighter	Free 300 British POWs	20 Points	Bronze
Globe Trotter	Complete 17 story missions in the Naval Campaign	20 Points	Bronze
Halcyon Days	Complete Sequence 1	10 Points	Bronze
He's Not Dead, Is He?	Complete Present 2	20 Points	Bronze
Hunt the Hunted	Sink 10 ships in the North Atlantic without dying while only the Hunted cheat is active	20 Points	Bronze
I Endure	Sink 10 ships in the North Atlantic without dying while only the Endurance cheat is active	20 Points	Bronze
I'll Take That	Capture all Settlements	20 Points	Bronze
Ice Breaker	Break through 500 meters of ice sheets	10 Points	Bronze
Instant Vikings	Hit 5 enemies with the Berserk Grenade (at the same time)	20 Points	Bronze
Killing Machine	Kill 30 guards without dying while only the Endurance cheat is active	30 Points	Silver
King of the Hill	Complete all Native Hills and Ice Caves	20 Points	Silver
Knight of Yore	Get the Templar Armour	20 Points	Silver
Making New Friends	Complete Sequence 3	20 Points	Bronze
Master of the North Atlantic	Complete all Legendary Battles	50 Points	Gold
Memory Collector	Collect all Animus Fragments	20 Points	Bronze
Nap Time	Put 5 enemies to sleep with one Sleep Grenade	20 Points	Bronze
Ninja	Complete an Outpost without getting detected	20 Points	Bronze
No Page Unturned	Complete the Final Glitched Memory	20 Points	Silver
One Legend Dies, and One Is Born	Complete Sequence 5	20 Points	Silver
Owned	Complete every activity in a single location	20 Points	Bronze
Phantom Queen	Fully upgrade the *Morrigan*	20 Points	Bronze
Picking Teams	Complete Sequence 4	20 Points	Silver
Platinum Trophy	Complete all other trophies	N/A	Platinum
Property Tycoon	Complete all Renovations	20 Points	Bronze
Repairman	Repair all computers in Abstergo Entertainment	10 Points	Bronze
Sending a Message	Complete Present 4	20 Points	Bronze
Smashing	Destroy 100 Icebergs	10 Points	Bronze
Stalker Killer	Counter-kill 30 Stalkers	20 Points	Bronze
Supplier	Take over 10 large Supply Camps while only the Veterans cheat is active	30 Points	Silver
Templar Then, Templar Now	Complete the Game	50 Points	Gold
The End of Youth	Complete Sequence 2	20 Points	Bronze
This War of Mine	Complete all Assassin Interceptions	30 Points	Silver
Unicorn Slayer	Harpoon a Narwhal	10 Points	Bronze
What's Yours Is Mine	Loot 20 Ship Convoys	20 Points	Bronze



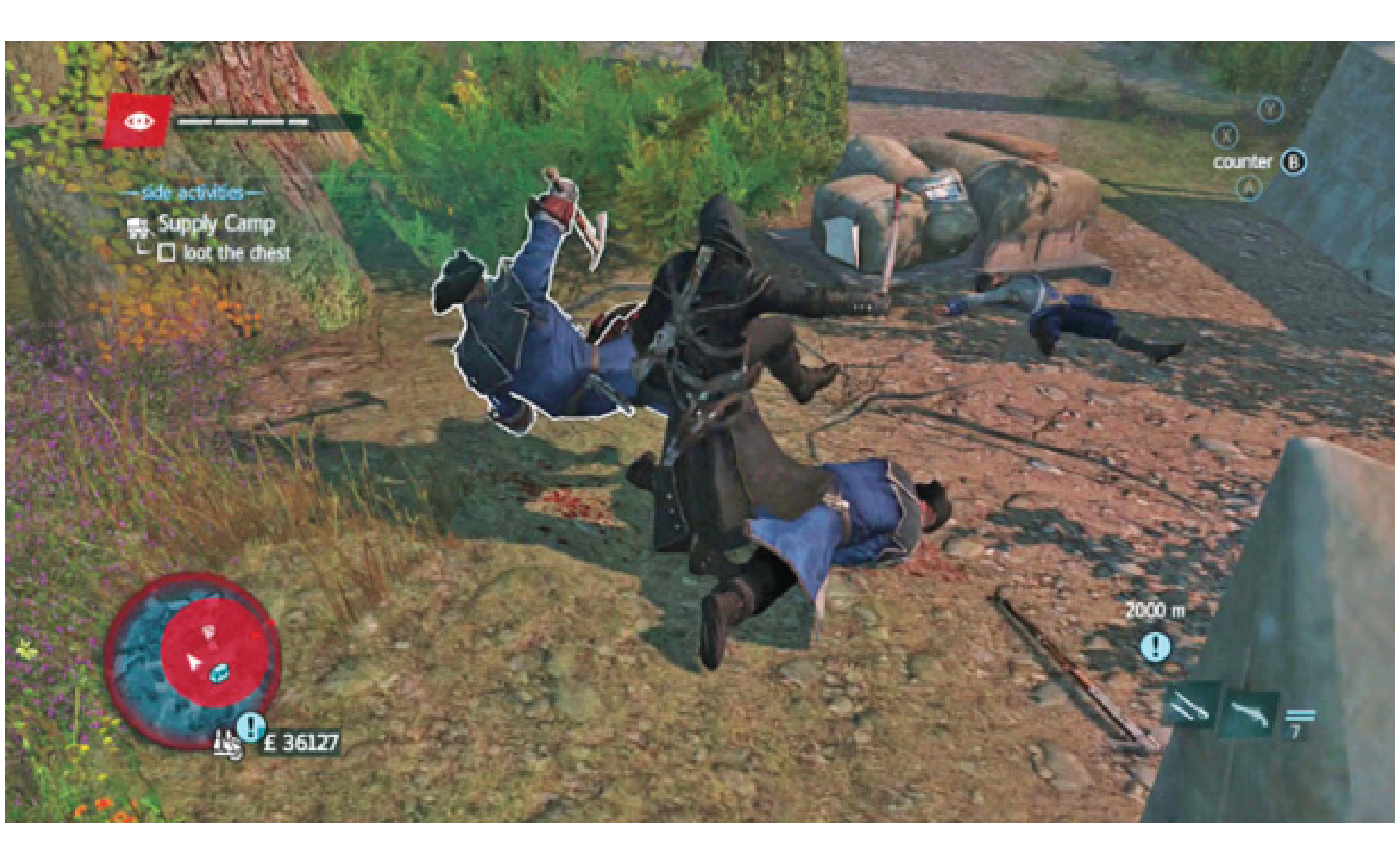
ANCIENT HERO

Get all of the Native Pillars to complete the quest that gets you this armour set.


side activities
native pillar
reach the native pillar
1436 m
119 m
£ 125807

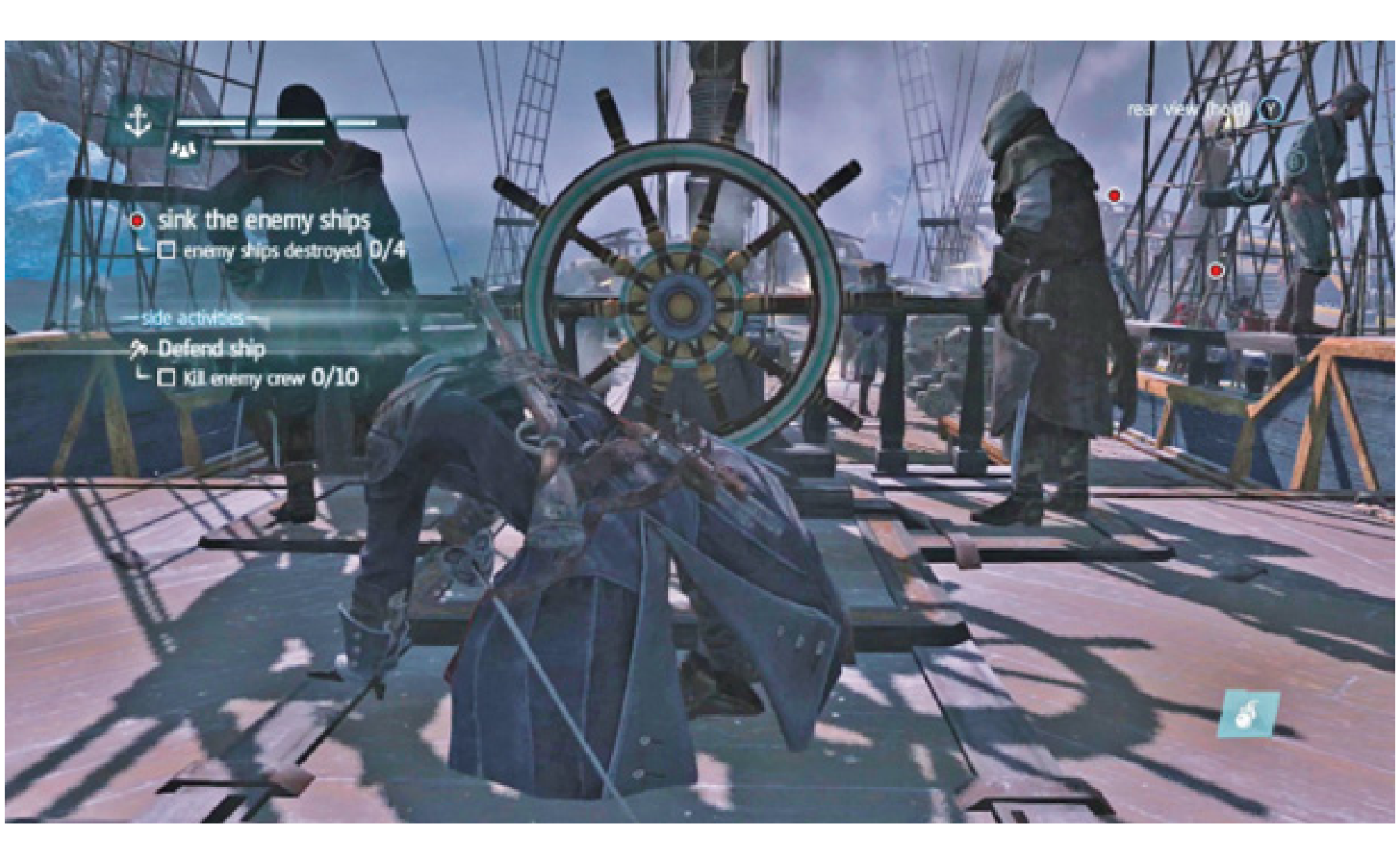
CAMPER

Bribe bartenders to find supply camp locations. This dramatically reduces the time that it takes to get this achievement/trophy. Randomly stumbling into a supply camp requires major exploration and time investment. It's not worth saving a few thousand pounds (especially in the late game).


side activities
Supply Camp
loot the chest
counter
2000 m
£ 36127

DEFENSE FIRST

Any time that you see a vessel with an aggressive spike under its bow, you know that you're dealing with a possible ramming situation. Expose your broadside to these ships and give them the opportunity to make an attack. Once they do, you're going to lose sailors early in the fight (before you can even react). After that, it's one big melee. Use traditional swordfighting techniques to counter the enemy attack, and you're going to get your achievement/trophy quite soon.


sink the enemy ships
enemy ships destroyed 0/4
side activities
Defend ship
Kill enemy crew 0/10
rear view (hold)

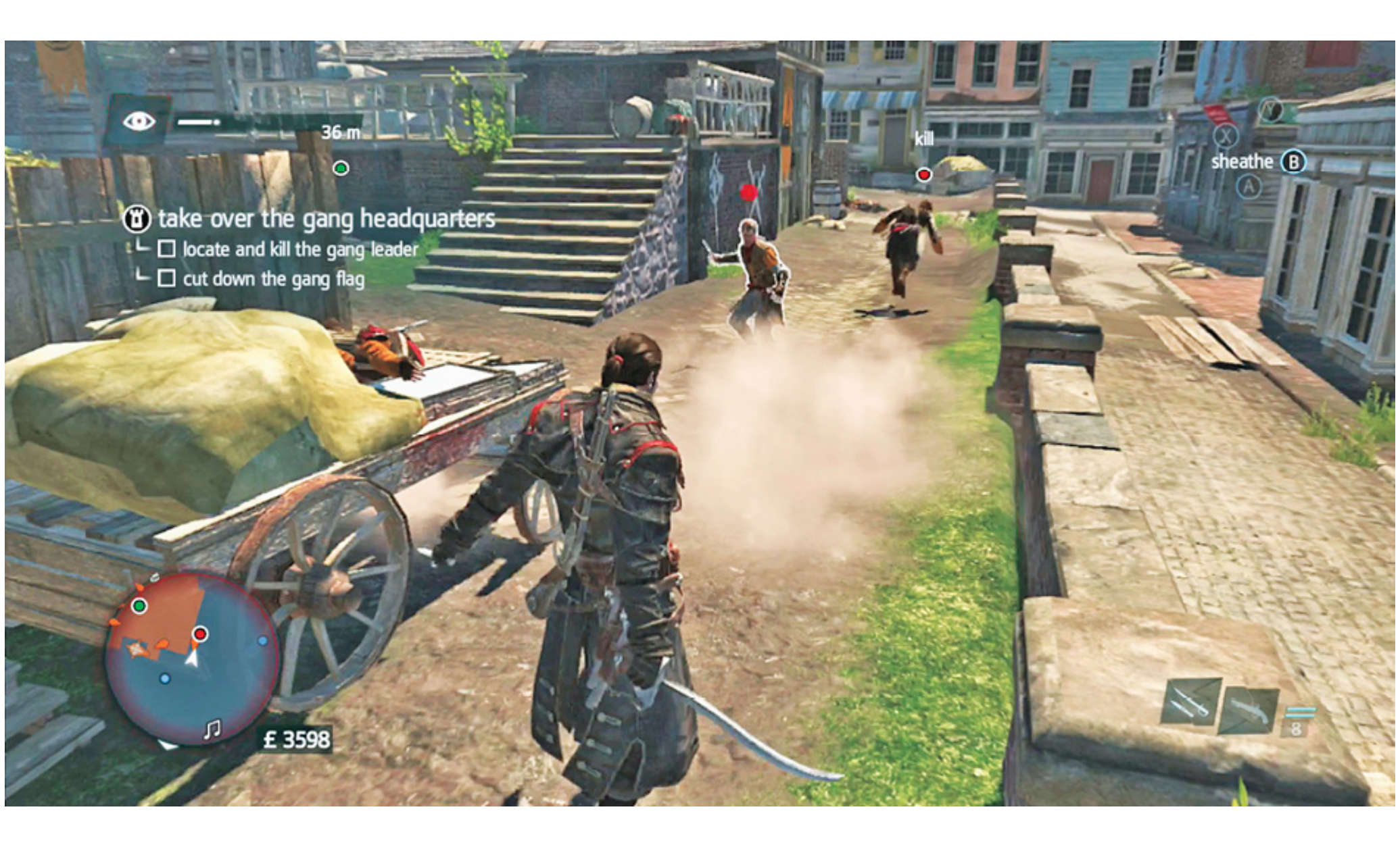
DENIED

Walk around New York alleys to encourage Stalkers. They'll come after you in spades. When you hear them shout from above, start tapping the Counter button, and avoid their attacks. Don't sprint away or dodge their attack; your goal is to let them launch an air assassination, counter it to get credit, and then repeat the process.

DO NOT WANT

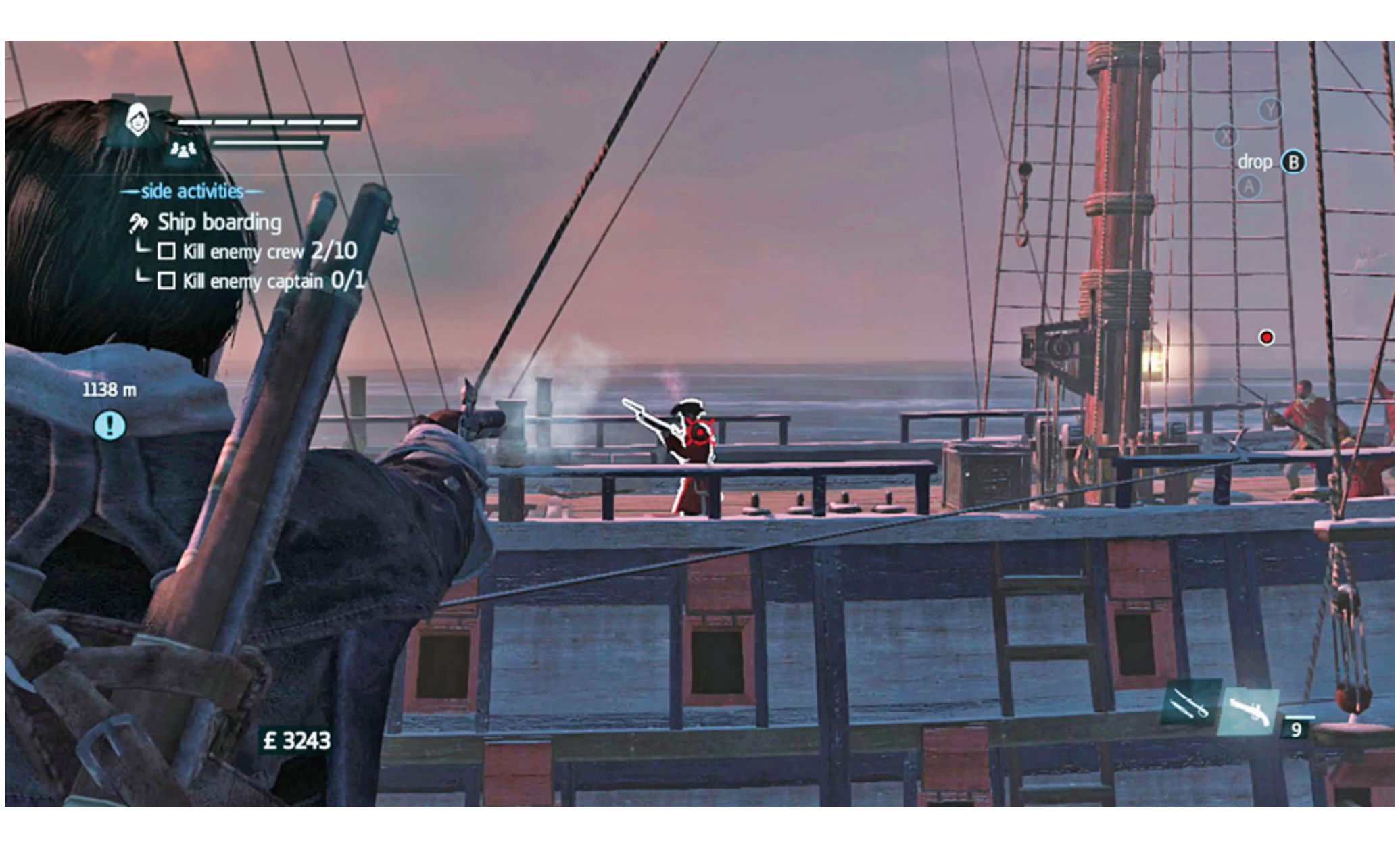
These counters happen naturally over time, but you can speed up the process by going for Gang Headquarters. Instead of assassinating the leaders, make sure they see you coming and have a chance to flee. These foes love using pistols and bombs to defend themselves, giving you a chance to work on your countering skills.

Another method is to wait and fight defensively in large melees of criminals. Their buddies like to toss Smoke Bombs into those frays, giving you the opportunity to counter them.


36 m
take over the gang headquarters
locate and kill the gang leader
cut down the gang flag
kill
sheathe
£ 3598

FREEDOM FIGHTER

Hunt in the open waters of the North Atlantic. You can't force POW ships to spawn, but that's where they appear. Spend enough time up there and you'll see them. If you want the achievement/trophy, hunt them carefully. Destroy the escorts first with really careful cannon fire. Check your line of fire before shooting, so that the POW ship doesn't take any hits. Board the main ship after its buddies are down, and that's about it. You need to do this a few times to get full credit, but hunt for resources in between so that you don't feel like this is wasted time.


side activities
Ship boarding
Kill enemy crew 2/10
Kill enemy captain 0/1
drop
1138 m
£ 3243

HUNT THE HUNTED AND I ENDURE

You have to unlock the Hunted cheat before you can attempt this achievement/trophy. Once ready, purchase all of the ammunition that you can and make sure that you have as many upgrades to your ammo capacity and armour as possible. The latter is the most important, but having a huge pile of heavy shot and mortar shells is almost as essential.

Then, go into the North Atlantic and turn on Hunted mode. Enemies just keep coming, and you have to splash 10 enemy ships in a row. It's easier to do this in the southern portion of the map because there are more weak vessels there. The privateers that attack you are ramming brigs and man-o'-wars, but there are normal enemy ships still in that location. Destroy them as softer targets to pad your numbers and reach 10 kills way sooner than if you sit and let the privateers come to you. Even gunboats count, so hunt weaker ships aggressively while fending off the larger vessels.

The same technique makes I Endure a piece of cake. Hunt the southern waters where the pickings are easy while taking as little damage as possible. If you're crazy (or just foolish), go after I Endure while you still have your Wanted level from Hunt the Hunted. We did, and it worked; remember to switch the cheats first.

Also, ouch. Hunting 10 ships while letting a man-o'war chase after you is fun, but it really hurts.

Ship boarding
Kill enemy crew 13/15
30 m
exit
£ 535929

ICE BREAKER

Ice Breaker is gained when you take the Morrigan through lots of ice sheets. These are commonly found in the upper-right side of the North Atlantic map. You need a ram upgrade that can break ice to do this, so it can't be done before a specific section of the game has passed. Once you get that upgrade, you can come here and do this whenever you like.

catch Samuel Smith
470 m
rear view (hold)
brace (hold)
slow down
£ 7183

NAP TIME AND INSTANT VIKINGS

Good Locations: Large ship battles, Old Growth Forest Patrols, Sequence 03/Memory 04

Finding a really large group of enemies can be tricky. There are a few missions where this happens reliably, but you can make your own luck instead. Find multiple clusters of guards in an area (groups of two and three are fine). Prepare a Sleep Grenade but don't use it yet; just have the tool ready. Then, shoot a pistol near one of the guards you pass and run to the second group. Once all of the targets combine, you'll have enough members to qualify for the achievement/trophy. Use the Sleep Grenade to knock the group out and get Nap Time. Then you can comfortably set up the Berserk Grenade for Instant Vikings while the enemies are still asleep. It's a two-for-one deal!

If some of them keep stopping to prepare bombs or ranged weapons, then go around corners to break line of sight. This forces the entire group to come after you. You can even shoot the Berserk Grenade at your feet when the whole horde comes calling. Getting credit is more important than surviving the ordeal.

locate Hope
82 m
crafting available
Rope darts can now be cra
in the crafting menu.
access crafting menu (h
£ 194655

KILLING MACHINE

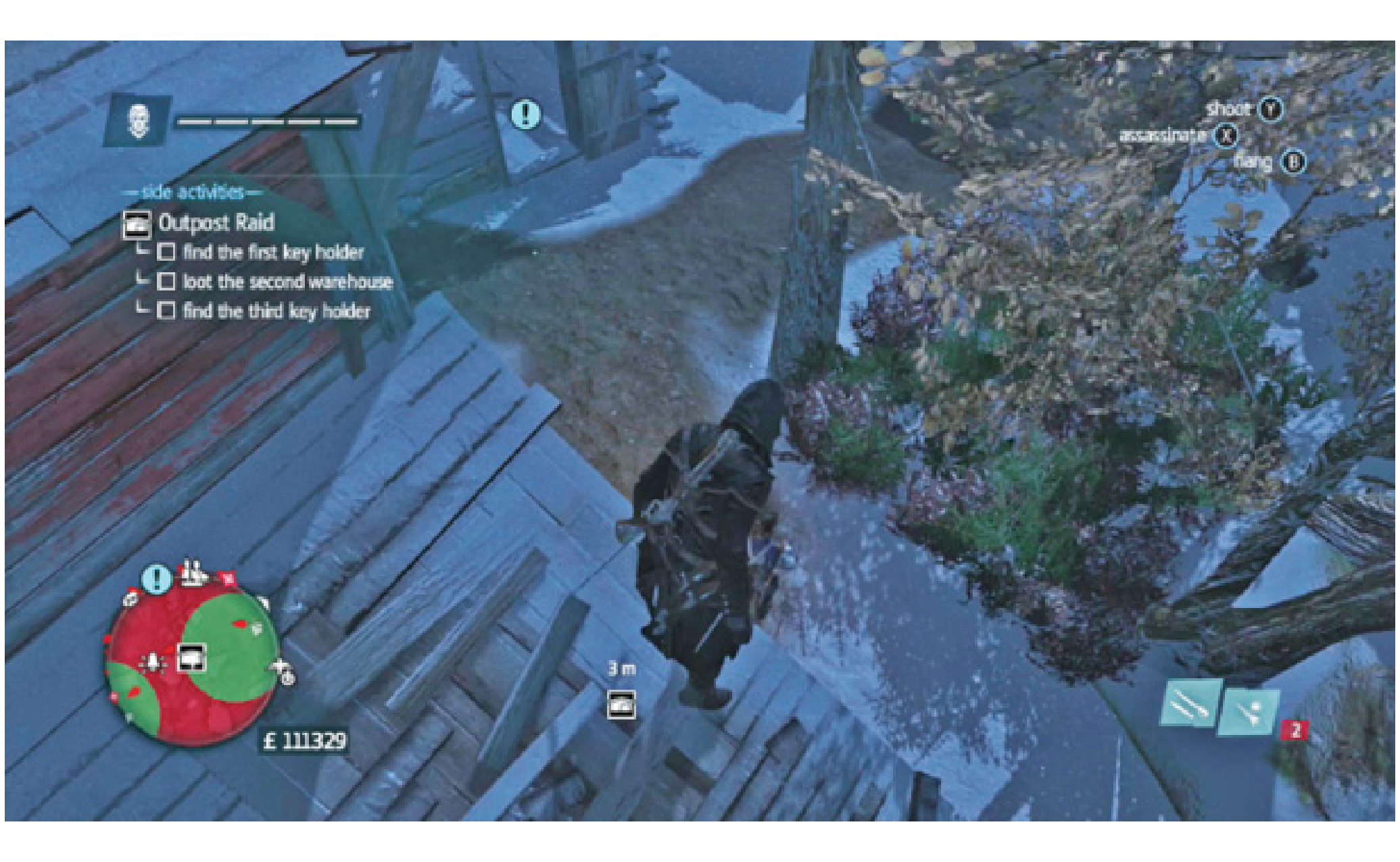
Get all of your health upgrades before attempting this.

When you're ready, activate Endurance. Then go around and kill guards. Don't do this in New York unless you're very good at avoiding Stalkers. They can ruin your run with even a single attack that gets through. Areas in the North Atlantic are easier because you won't have to deal with Stalkers.

NINJA

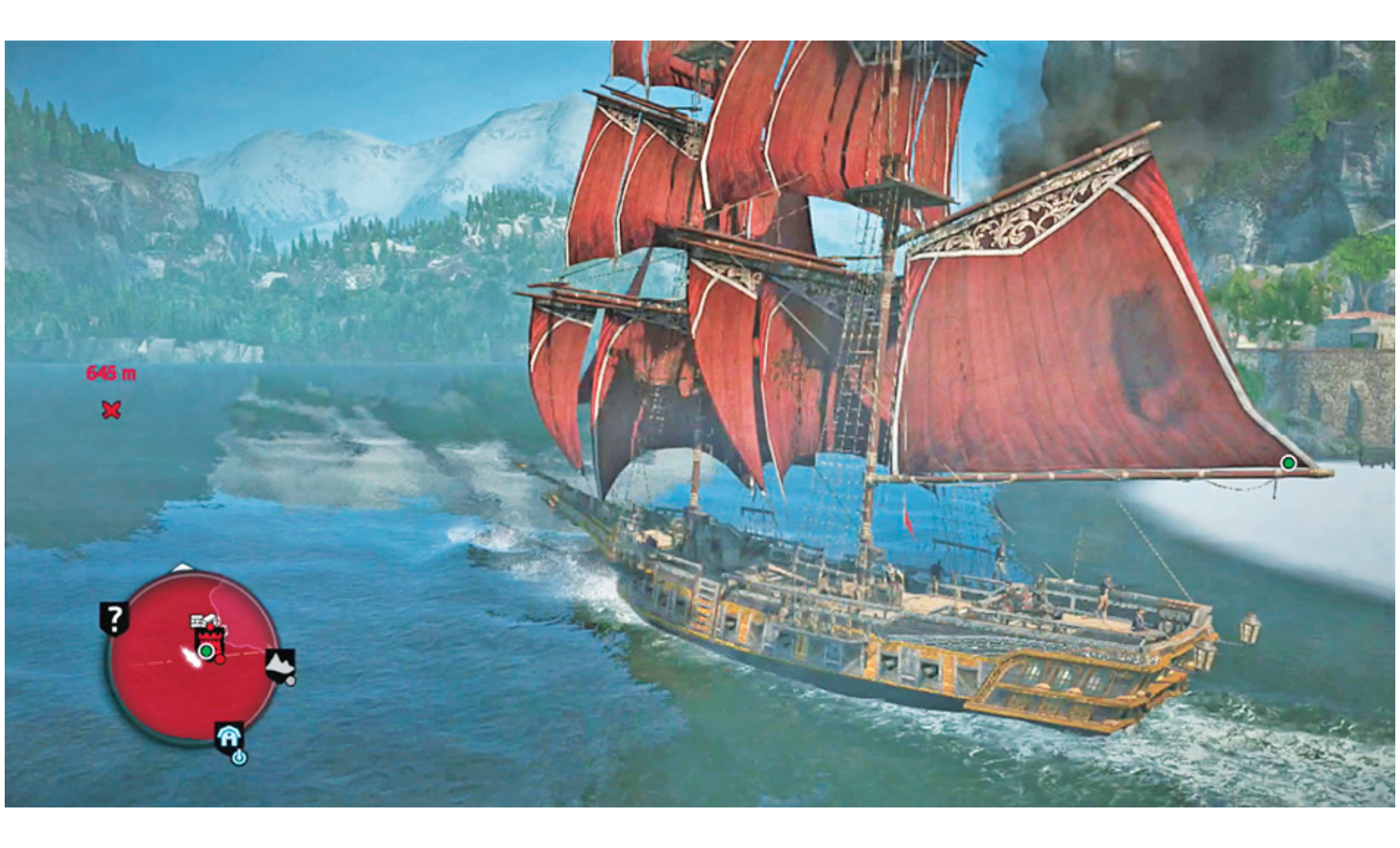
Bring all of your darts and grenades before trying to earn this achievement. It's possible to do this with pure skill and stealth, but that's a harder task. To make life easier on yourself, use Sleeping Darts and quiet assassination against rooftop or watchtower gunners, secure these upper areas, and then pick off the little guys below at leisure. Use your Berserk Darts to have enemies kill each other when you're far away. Always go for the key holders first so that they die before anything spooks them. At least you're going to get the money that way, even if something goes wrong with your undetected status.

Also, look for multiple locations with outposts. If you have trouble at the first site, move to another and keep practicing until you get the achievement/trophy.


side activities
Outpost Raid
find the first key holder
loot the second warehouse
find the third key holder
shoot
assassinate
hang
3 m
£ 111329

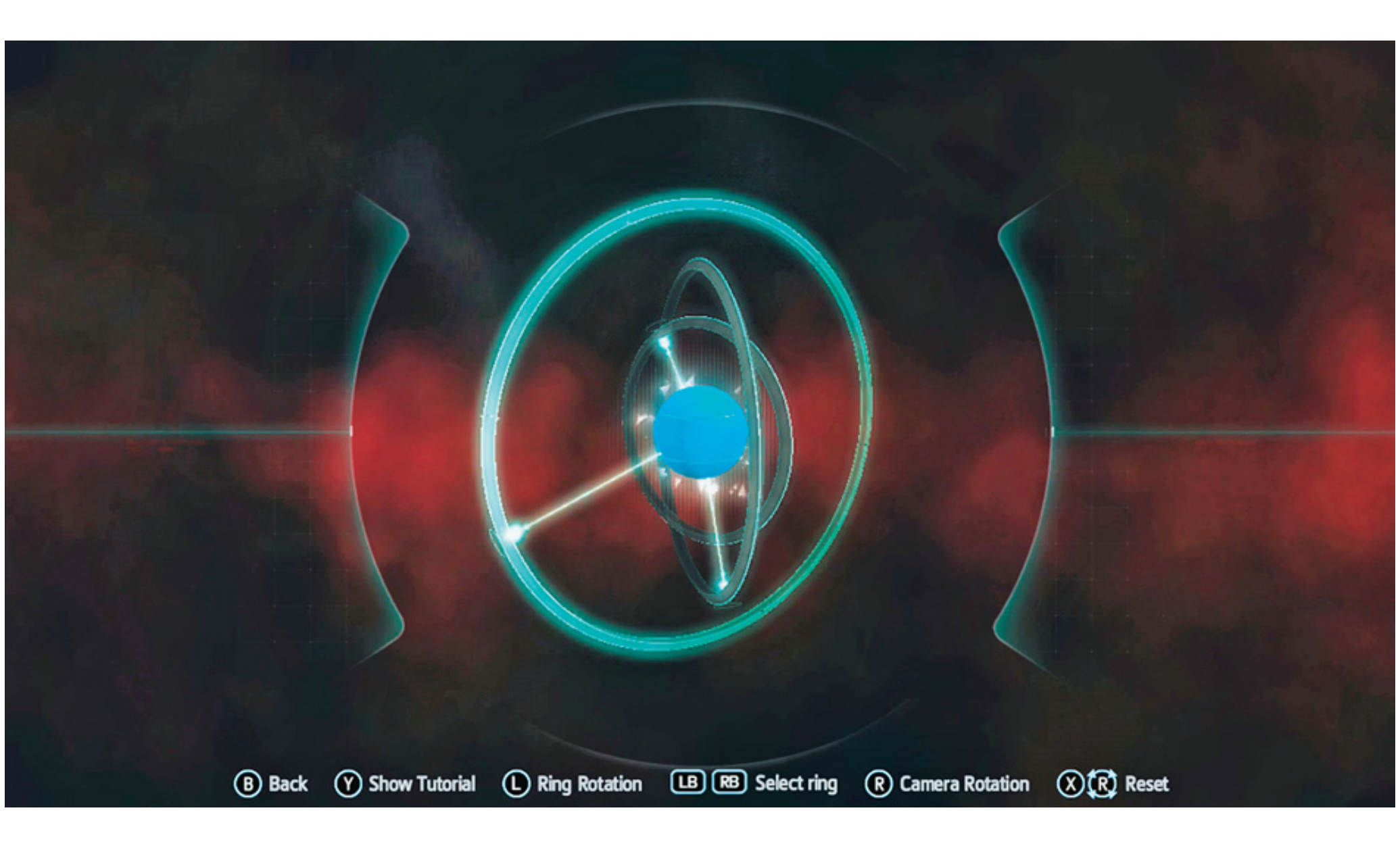
PHANTOM QUEEN

Get your Renovations and Gang Headquarter activities done early so that your money is rolling in. Then start the long hunt for Blueprints. Even with infinite cash you can't complete this achievement/trophy; you need those Blueprints, and they're all over the world. The "Collectibles" chapter in this guide gives you the locations you need in one convenient place.



REPAIRMAN

Wait until you get Level 3 Security Access toward the end of the game. That's when you can go anywhere in the entire Abstergo complex. Hunt for all of the computers before beating the game, because you won't be able to go back and finish this achievement later!


Back
Show Tutorial
Ring Rotation
Select ring
Camera Rotation
Reset

SMASHING

Stay in the northeastern part of the North Atlantic map and hunt icebergs for fun. Or, simply treat icebergs as targets of opportunity and always trash them whenever you see them. The latter method takes way longer but won't require any extra effort on your part. You can simply play the game and wait for the achievement/trophy.

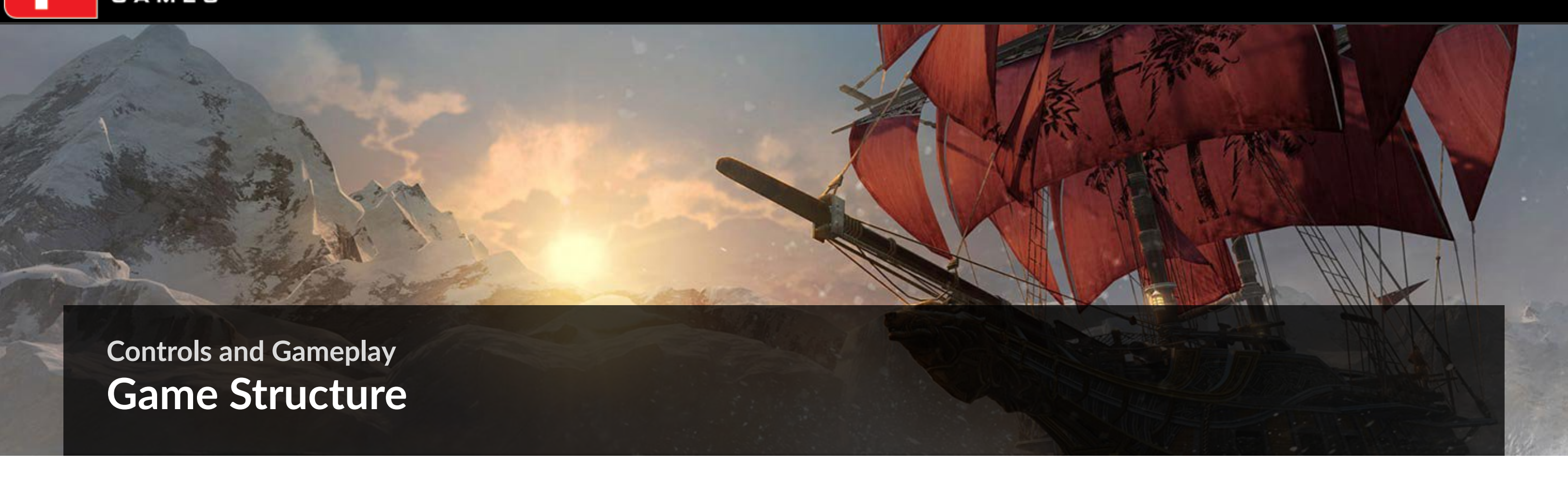
catch Samuel Smith
563 m
rear view (hold)
brace (hold)
stop
speed up
£ 8083

STALKER KILLER

This one is also a New York special. There are so many more Stalkers there. Walk through the alleys to improve your chances of running into a Stalker, and always put your finger on the Counter button as soon as the whispers start. If you're tapping Counter, it's easy to stop their ambushes. Just make sure that you finish the attack to get credit.

Don't kill off your Stalkers if anything goes wrong. Instead, give them a chance to attack again. There's no point in slaying them in a non-Counter fashion.

jump
249 m
£ 4821



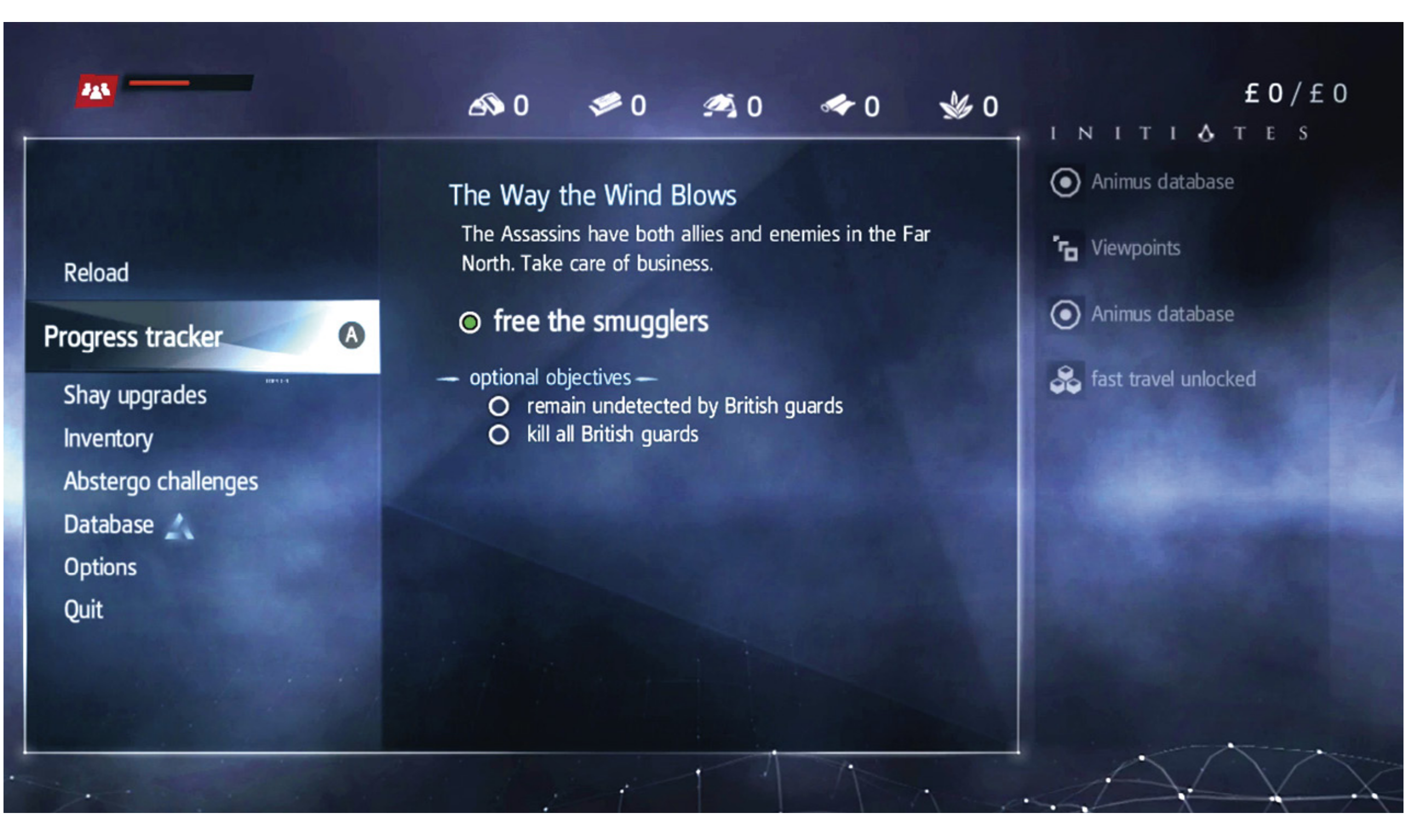
Controls and Gameplay

Game Structure

THE MAIN STORY

The main section of the game is broken into sequences of memories that you go through as Shay Cormac. There are brief interludes in the modern day, but the primary action takes place in the past. Each sequence has two to five memories associated with it. Think of each memory as an extended scene with a variety of goals and challenges that must be met before you advance to the next one.

The game's interface leads you through each memory. You don't have to guess where to go or what is required of your character. The tricky part is to complete optional objectives (and survive). Optional objectives are revealed when you start the relevant section of a memory that is associated with the objective. You might have to avoid killing, stay undetected, or finish an opponent off in a specific way.



The Way the Wind Blows

The Assassins have both allies and enemies in the Far North. Take care of business.

● free the smugglers

— optional objectives —

○ remain undetected by British guards

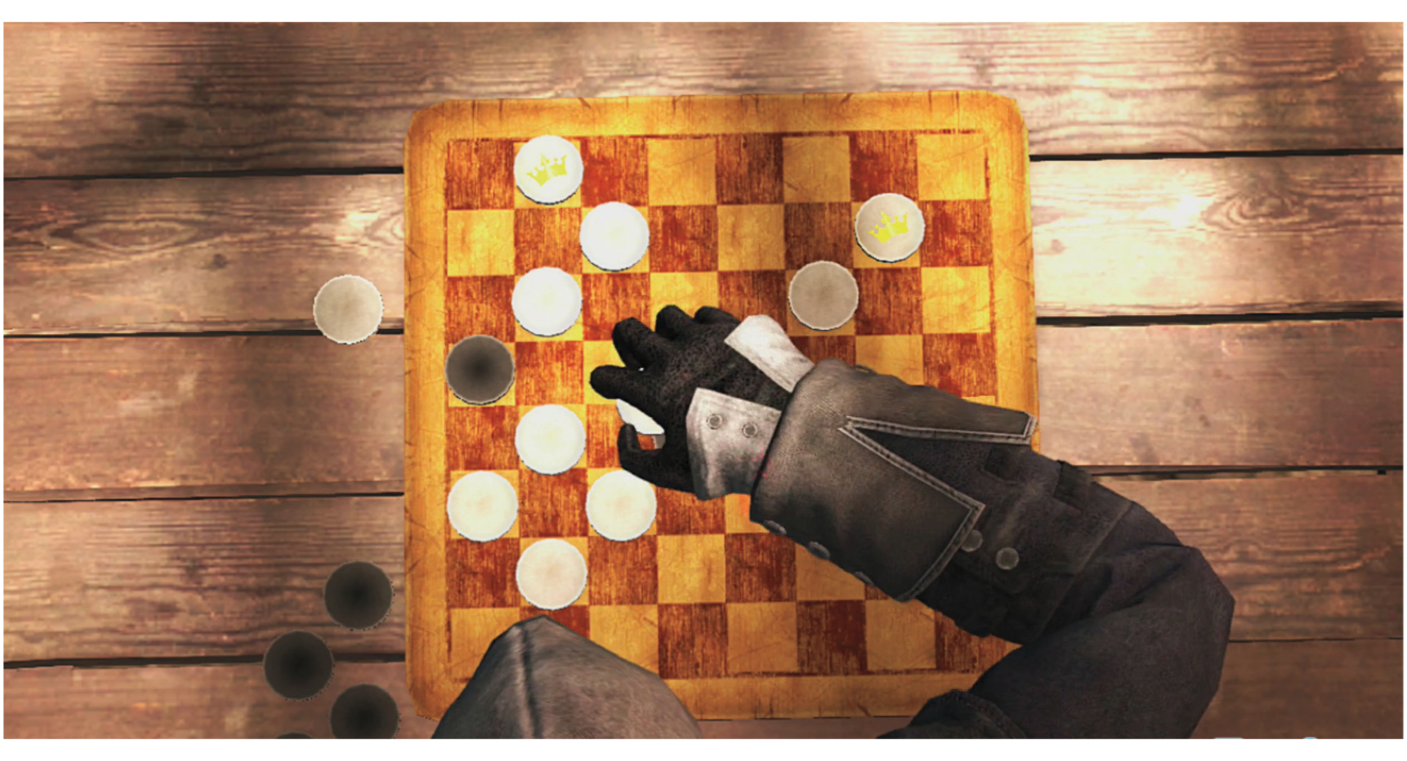
○ kill all British guards

It's entirely possible to beat each memory without doing anything to complete the optional objectives. You lose 10% of your synchronization in that memory for each objective you miss, but that is only a big deal if you're trying to get 100% synchronization for the game (something that is required for achieving all of your challenges).

Fret not! You can replay memories later. If an objective is giving you too much trouble, leave and enjoy another portion of the game. Return when you're ready to face the objective with a new perspective.

SIDE ACTIVITIES

Between memories, you're left with a great deal of freedom. Shay can explore the North Atlantic, River Valley, and New York. Each of these locations has a wide range of areas to enjoy, items to collect, and enemies to squish. You can hunt, upgrade your ship and equipment, change outfits, collect hundreds of items, and wander to your heart's content.

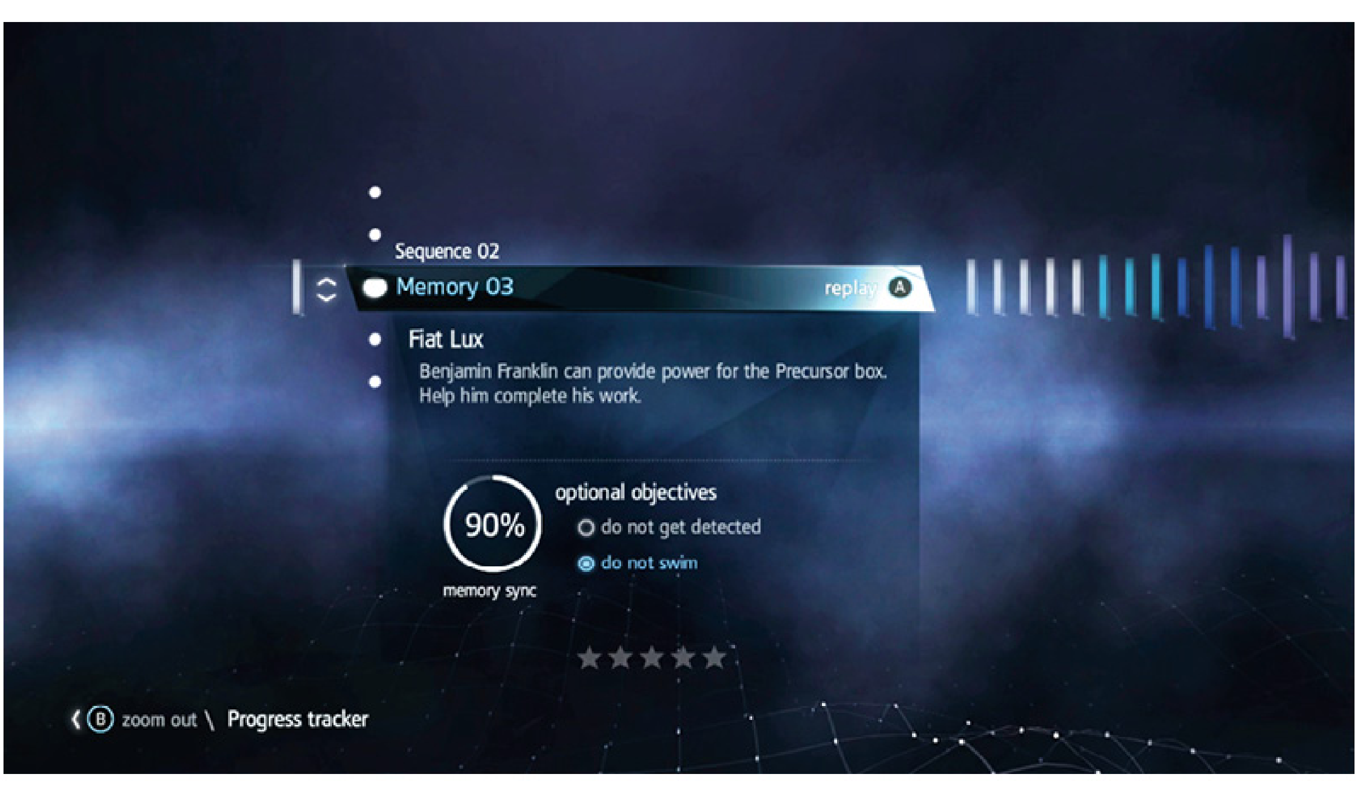


One way to really have fun is to mix up your goals constantly. Play a memory or two, stop for an hour or so to collect and explore, and then try another memory. This ensures that Shay has a good amount of money and upgrades to help with completing the main story.

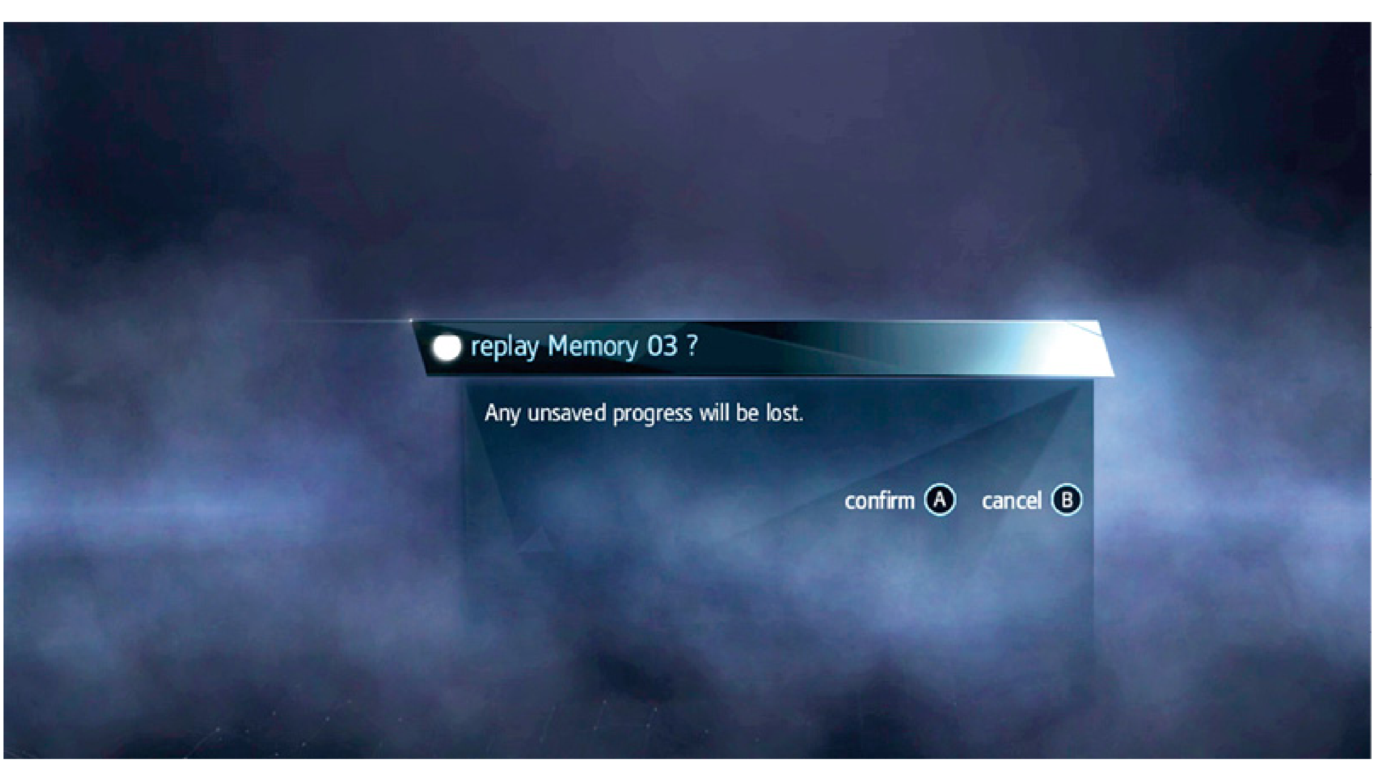
That said, you can rush through the game if you really want to. The story ends after you beat the last sequence and a short follow-up section, but Shay is given a full sandbox mode at the end of the game. So, you can explore and try to complete everything later if that's more your style. Play however you want!

REPLAYING MEMORIES

You don't have to get everything right on the first run through your memories. Indeed, most players want to see the world and won't stop to get everything just right before moving on. That's totally fine in Rogue; you can return to any of the memories that you've completed and work on optional goals (or simply sightsee) at any time.



Benjamin Franklin can provide power for the Precursor box. Help him complete his work.



Any unsaved progress will be lost.

This lets you turn on cheats to wade through hordes of enemies or show off cool scenes to your friends.

To replay a scene, pause the game and look into the game to see the sequences and memories that you've been through. Any optional goals that are missing show up clearly, so you can see which portions of the story are missing some synchronization. Go there when it's time to get 100% on everything.

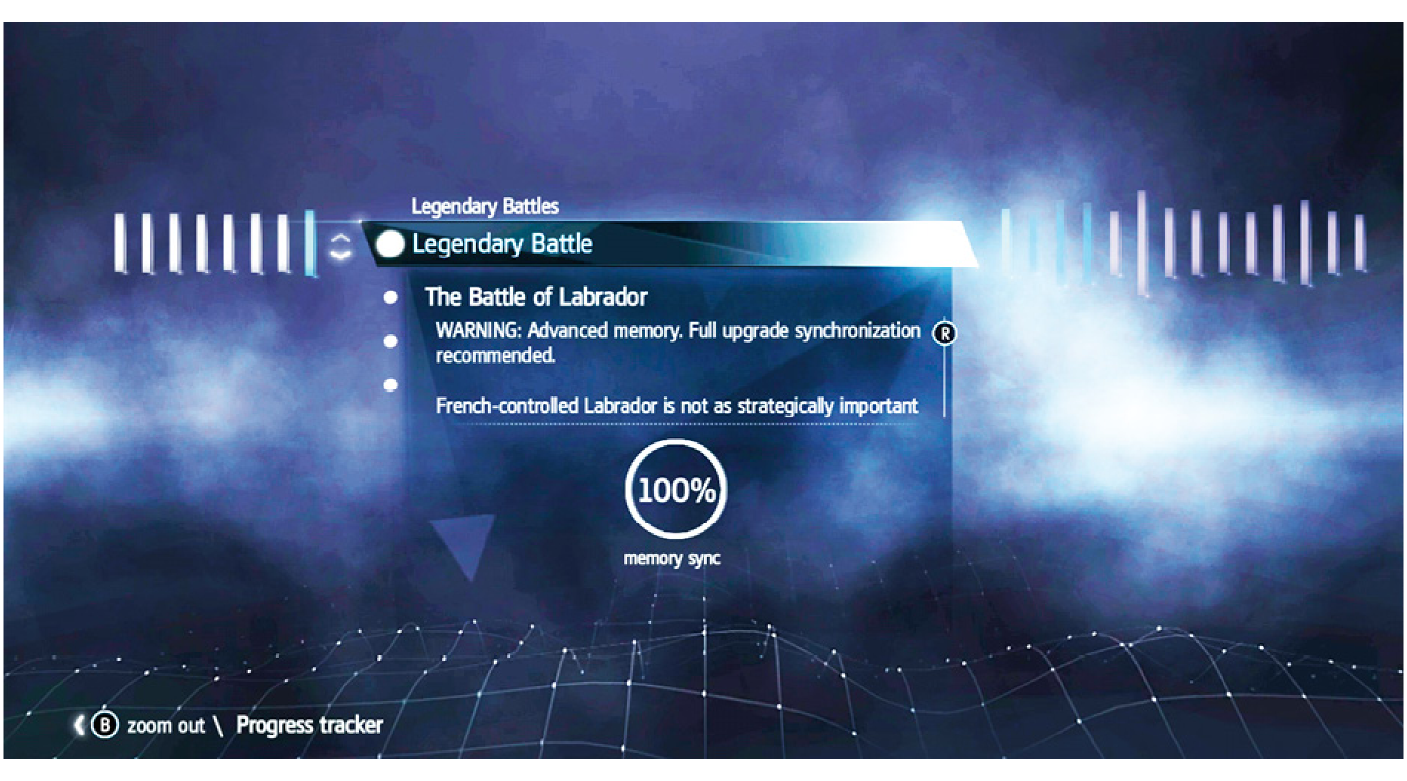
You won't lose your progress through the main game when you go back into these memories. When you're done with your task, you return to the main game and can continue with your new synchronization and all of the goodies that you grabbed after beating that memory the first time around.

Note that you must play back entire memories for your changes to make a difference in the main story. To raise your synchronization, complete optional objectives that you missed and get to the end of that memory. You return to the point in the story where you left off, and the improvement is then recorded.

MENUS AND OPTIONS

Your Pause menu has several great features to mention.

The Progress Tracker is where you can view your percentage of progress in memories, side activities, and so forth. This is also where you replay memories that you've already beaten.



WARNING: Advanced memory. Full upgrade synchronization recommended.

French-controlled Labrador is not as strategically important

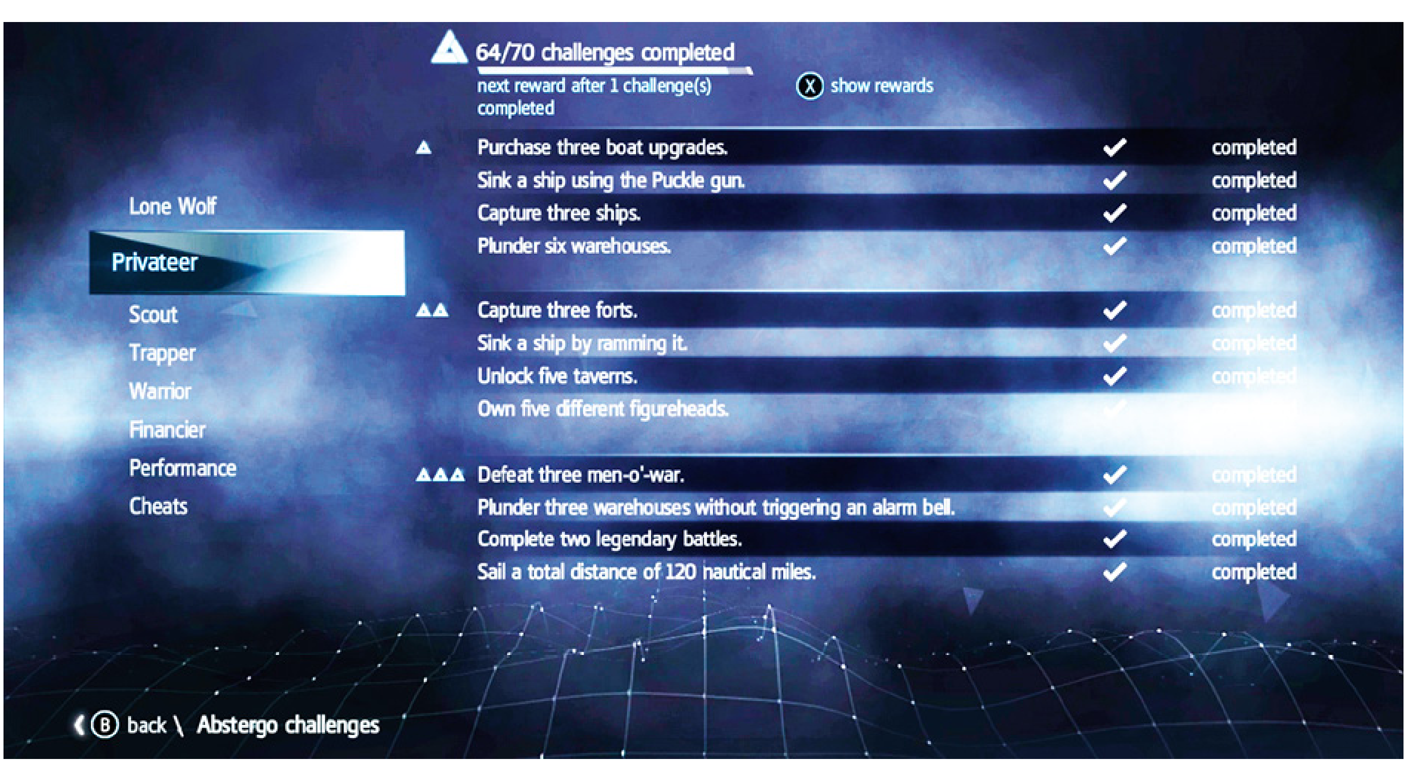
The Morrigan Upgrades menu lets you view your ship's systems. You need to go to a harbormaster or to your Captain's Cabin to actually improve these.

The Shay Upgrades menu lets you view your collection of weapons and outfits. Change these in your Captain's Cabin.

Crafting can be done anywhere. This lets you turn animal parts into permanent upgrades for your health, weapons, and carrying capacity.

Your inventory is a tally of the quest items, ammo, hunting goods, and rewards you've gathered.

Abstergo Challenges are an in-game achievement system. They give you fun goals to work toward and reward you with cheats that modify the game and are required for several of the actual achievements that you can unlock.



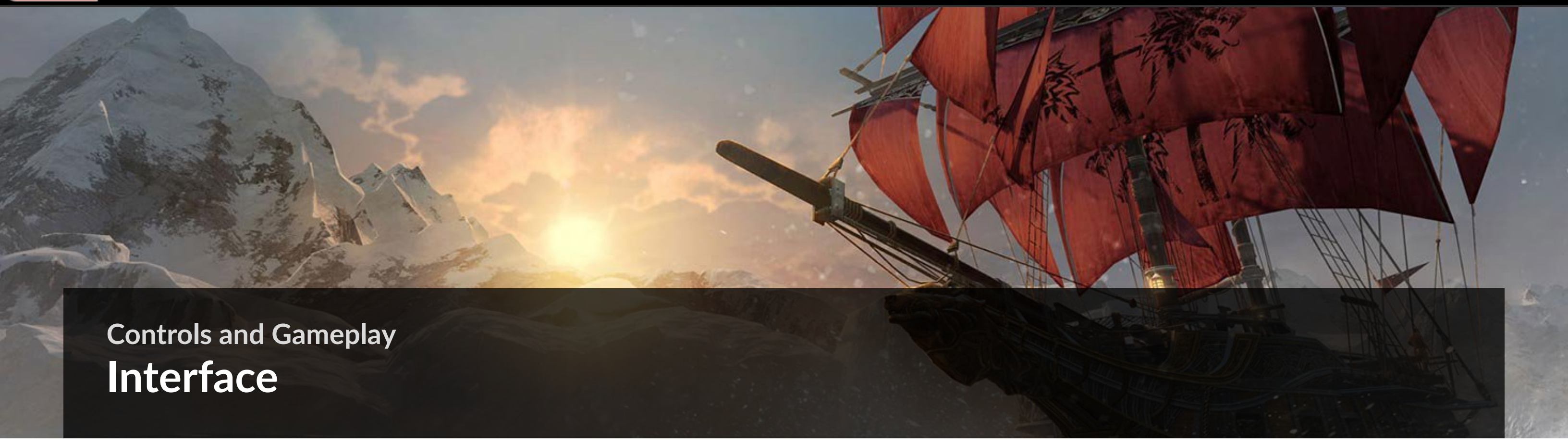
64/70 challenges completed

next reward after 1 challenge(s) completed

▲	Purchase three boat upgrades.	✓	completed
	Sink a ship using the Puckle gun.	✓	completed
	Capture three ships.	✓	completed
	Plunder six warehouses.	✓	completed
▲▲	Capture three forts.	✓	completed
	Sink a ship by ramming it.	✓	completed
	Unlock five taverns.	✓	completed
	Own five different figureheads.		
▲▲▲	Defeat three men-o'-war.	✓	completed
	Plunder three warehouses without triggering an alarm bell.	✓	completed
	Complete two legendary battles.	✓	completed
	Sail a total distance of 120 nautical miles.	✓	completed

The database contains a manual (for many basic game concepts), stats for your character, a leaderboard, and Animus information that you unlock by exploring, gathering fragments, and playing through the game.

Finally, the Options menu controls your sound features, video display (including subtitle languages), and many control settings.



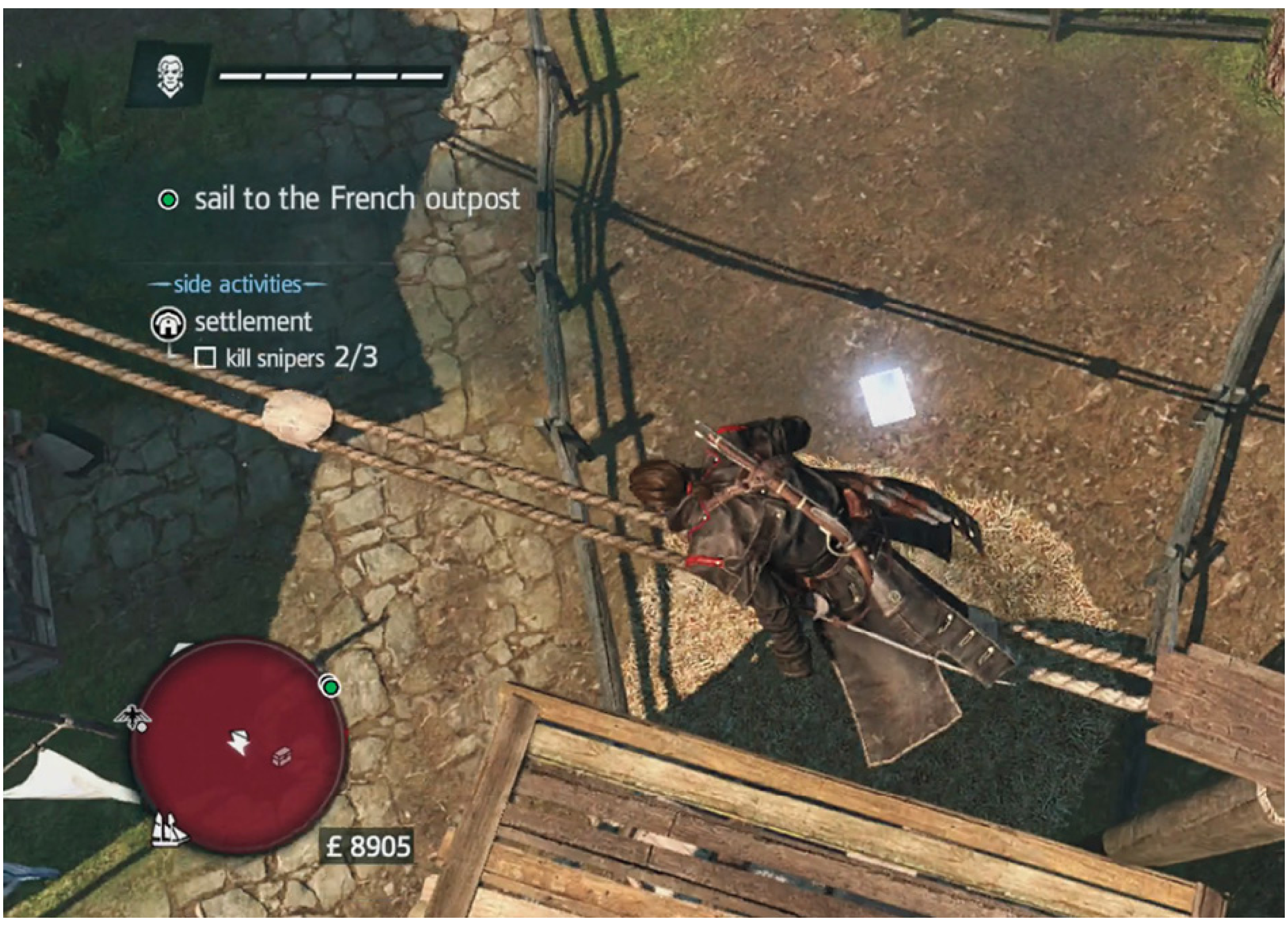
Controls and Gameplay

Interface

The interface for Rogue is packed with information. It updates quickly to tell you whether you've been spotted, how much damage you have taken, what equipment you're using, and which contextual actions are available. The more you use it, the easier it becomes to get almost any answer you need without having to go into the Options menu.

The following section breaks down the HUD and discusses each item contained within it.

Take a look at the top of the screen. Your icon is in the upper left. Next to it is a bar with several pips. This represents Shay's health, whether he's on foot or captaining the Morrigan. Health depletes for a variety of reasons (e.g., sword hits, gunshots, cold, falling damage, etc.). Shay restores his health over time if he gets away from battle, because he's an Assassin; they're tough. The Morrigan requires a bit more work to restore its health. Capture other ships by boarding them to get instant repairs or visit a harbormaster and pay a few pounds to get the work done.



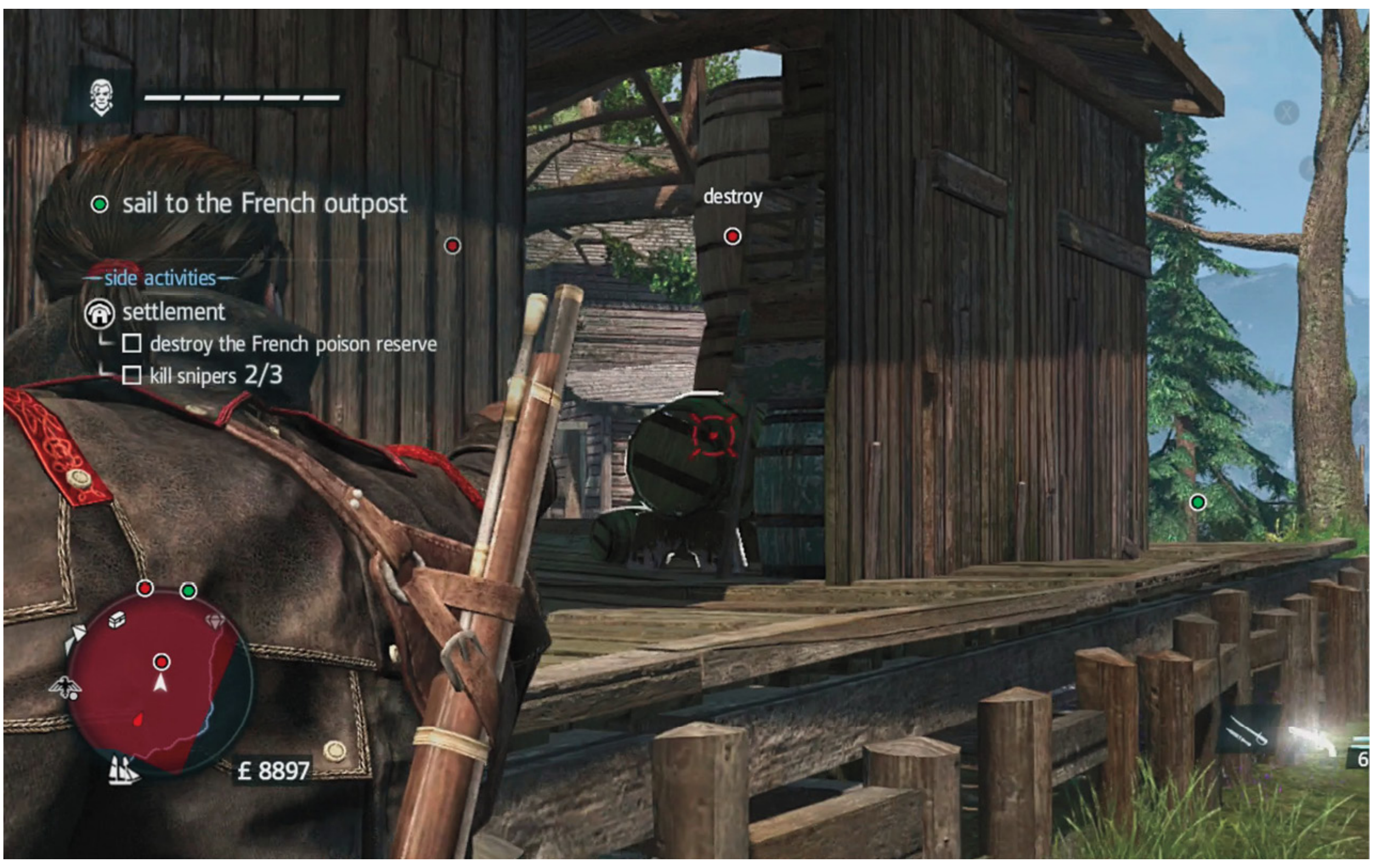
Below your health is the indicator for your current goals. If it says "Go somewhere," then look on your map to find the location. When it tells you to accomplish something more specific, then get to it! Look in the Pause menu if you have optional goals during the current task. They'll be listed in there. Optional objectives improve your synchronization for each memory.

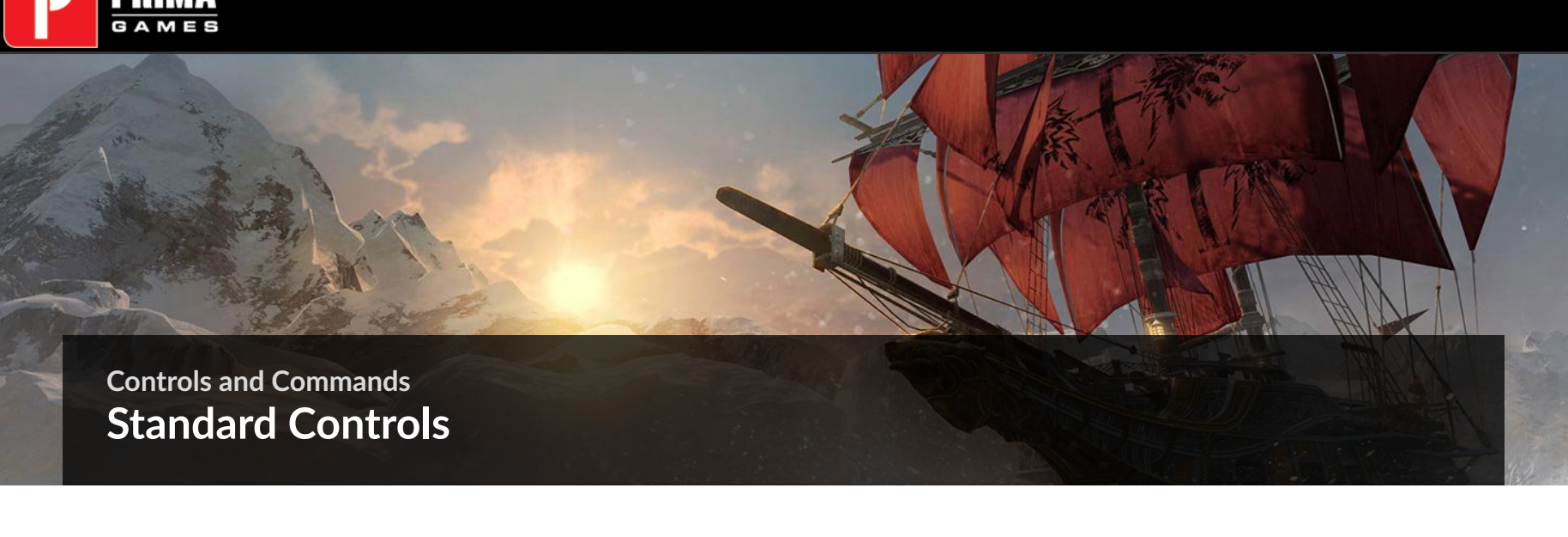
The minimap is in the lower left. It shows your position in the center, and it rotates with Shay. Look for objectives, collectibles, and enemy locations there. You can see where to get back to the Morrigan, once you have it, and patrol areas appear there as well. The minimap is an incredible tool, and you use it constantly throughout the game. It even tells you whether you've been spotted (the edges turn yellow as a warning when guards are suspicious and red if they've made you). A tally of your money is next to the minimap.

On the bottom right are three icons. They show your current equipped weapon, tool, and inventory count for that specific tool.

When you aim a ranged weapon, a reticle appears in the center of your screen. This helps for acquiring and eliminating targets. To make this even more powerful, Shay's senses are so good that he highlights valid targets whenever they are marked by the reticle.

A contextual menu appears in the upper right whenever there are specific commands available. This lets you know when air assassinations, combat moves, and other tricks are available to you.


sail to the French outpost
destroy
side activities
settlement
☐ destroy the French poison reserve
☐ kill snipers 2/3
£ 8897



Controls and Commands

Standard Controls

SHAY CONTROLS

XBOX 360	PS3	SUMMARY
L	L	Controls movement direction; also control the direction of attacks during combat and of special navigation moves during Free Run.
R	R	Controls the game camera.
D-Pad	D-Pad	Ready weapons and tools of your choice.
A	✖	Used for manual "unsafe" jumps, Fast Walk, ejecting during a climb, and to break an enemy's defence during combat.
B	○	The main button for contextual interactions, looting and picking things up. It also triggers dropping from ledges and during climbing. During combat, it triggers parry and initiates counter-attacks.
X	□	The primary attack button. Outside of combat, it is used for assassinations.
Y	△	Quickly activates the currently selected tool at the currently highlighted target.
RT	R1	Hold to switch to High Profile mode, which enables faster movement, climbing, jumping over gaps, activating navigation props, and using special manoeuvres to quickly circumvent, pass over, or pass under obstacles in your way.
LT	L1	Hold to activate Precision Mode, which is used to manually aim projectile weapons.
RB	R2	Hold to display a summary of the collectibles and activities in your current location.
LB	L2	Press to begin reloading the pistols (if they are selected).
L3	L3	Activate Eagle Vision.
R3	R3	Forces the game camera to look directly ahead of the character.
START	START	Enter/exit the Pause menu. Open the Animus Database when pressed during an Animus Database update appearing on-screen.
BACK	BACK	Opens/closes the main map.

NAVAL CONTROLS

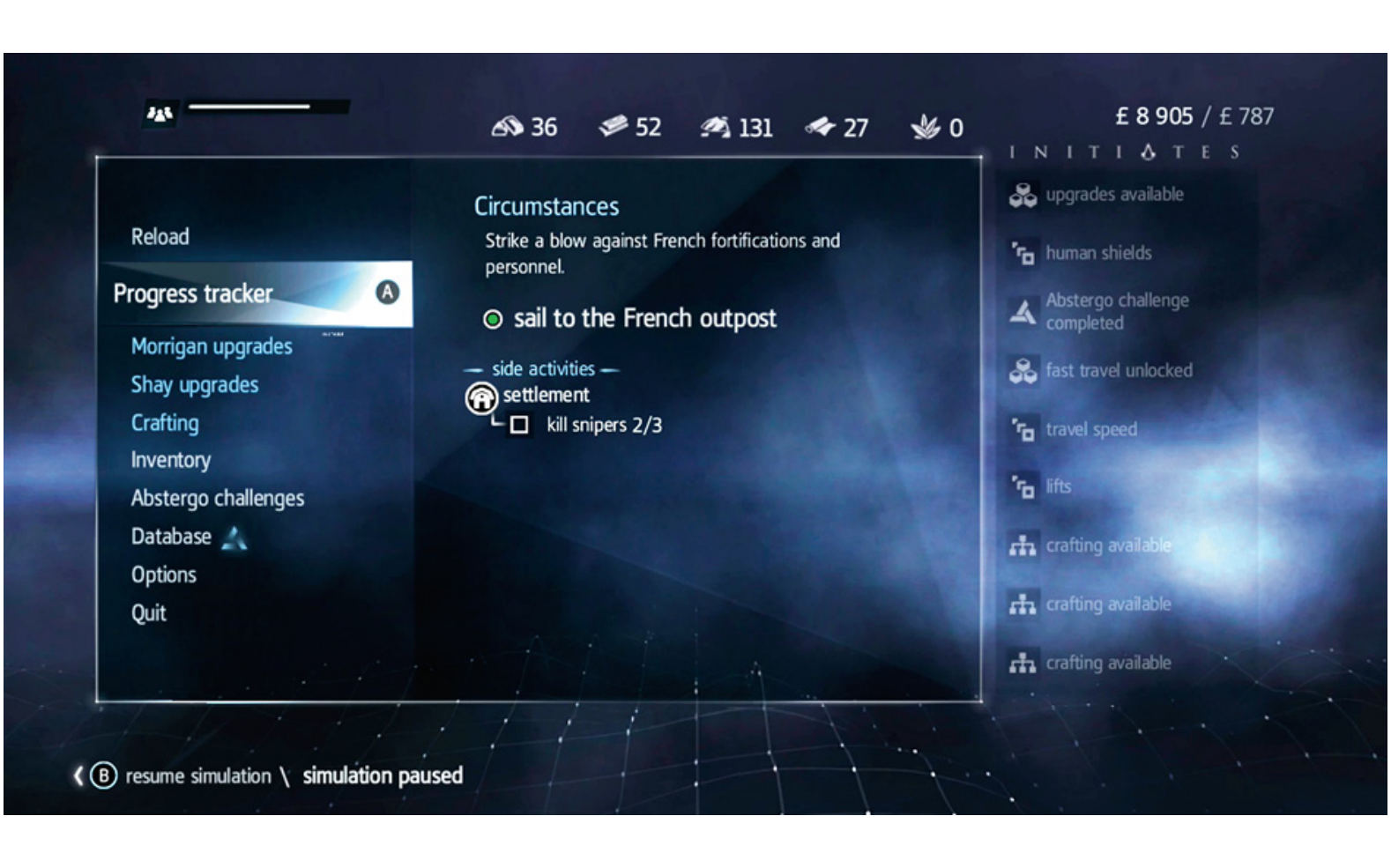
XBOX 360	PS3	SUMMARY
L	L	Steer the ship.
R	R	Camera control.
D-Pad Right	D-Pad Right	Switch between sea shanties.
D-Pad Up	D-Pad Up	Use the spyglass.
A	✖	Increase ship speed.
B	○	Reduce ship speed.
X	□	Brace to take cover from incoming fire, rogue waves or snow tornadoes.
Hold X	Hold △	Look behind the ship.
RT	R1	Fire cannons: The weapon selected depends on the camera direction – broadsides (with the camera looking to either side), front carronades (with the camera facing forwards), burning oil (with the camera facing the ship's rear).
LT	L1	Targeting lines: Hold to focus, and use Right Stick to aim.
RB	R2	Hold to fire the Puckle gun, and use Right Stick to aim.
LB	L2	Mortar: Hold the button, then aim with Right Stick, and fire with the High Profile Button.
R3	R3	Center the game camera to face the front.

STANDARD CONTROLS

These are the common controls you'll use when Shay is walking around. A few of them are global and can be used even if you're sailing, walking, or swimming.

PAUSE

This stops the game and takes you into the Options menu. There are several submenus, including your inventory, the things you've located, possible upgrades, crafting, and so forth. You can also quit the game from this screen or go back into earlier memories to replay them. You can also turn cheats on and off.

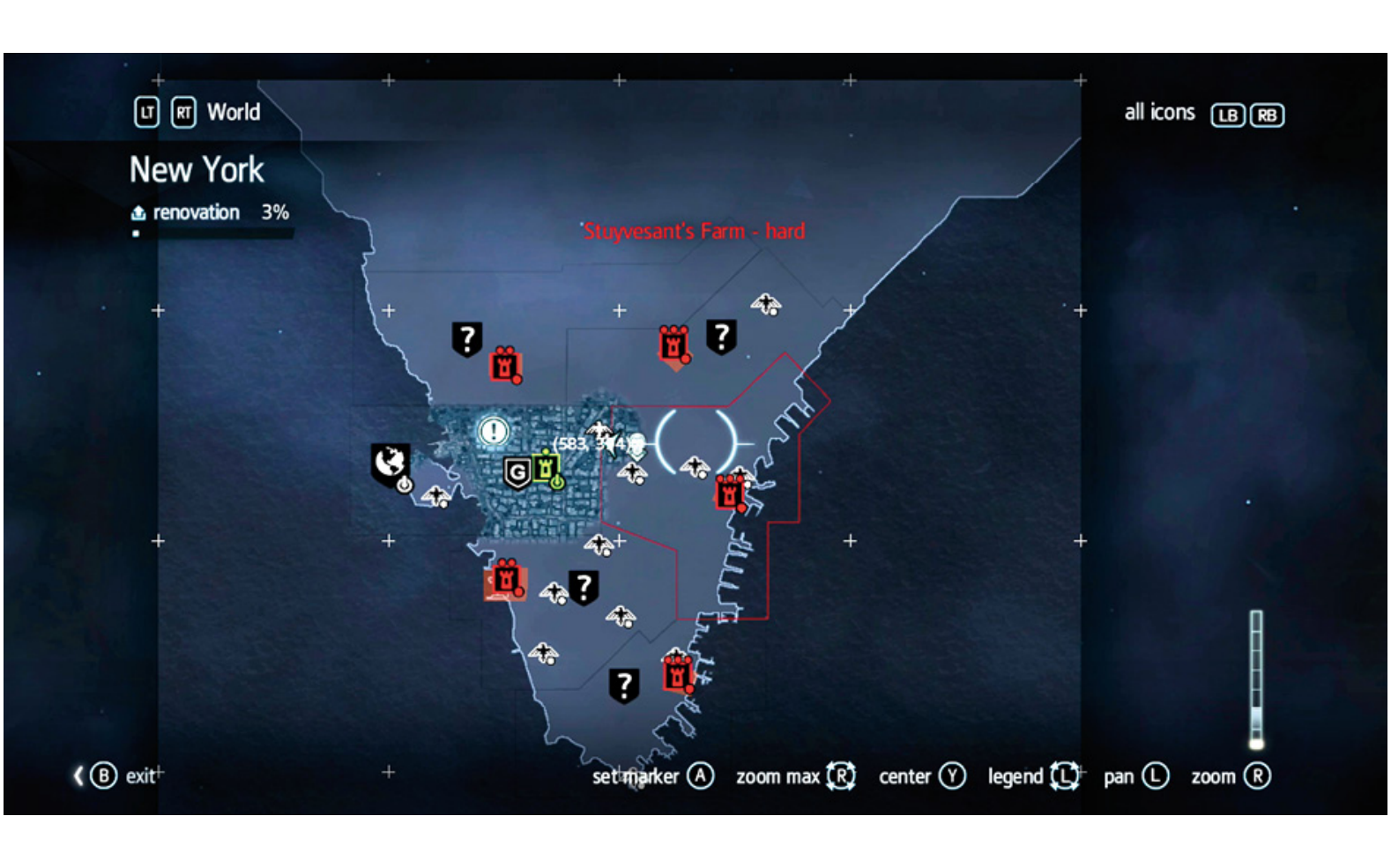

36
52
131
27
0
£ 8 905 / £ 787
INITIATES
Reload
Progress tracker
Morrigan upgrades
Shay upgrades
Crafting
Inventory
Abstergo challenges
Database
Options
Quit
Circumstances
Strike a blow against French fortifications and personnel.
sail to the French outpost
side activities
settlement
kill snipers 2/3
upgrades available
human shields
Abstergo challenge completed
fast travel unlocked
travel speed
lifts
crafting available
crafting available
crafting available
resume simulation \ simulation paused

OPEN MAP

The minimap is incredible and shows you a great deal about the game world, but the main map lets you look at places both near and far. The game pauses when you enter the map, so it's useful for finding your way around, planning your next step, choosing a Viewpoint to quick-travel to, or taking a quick break.

Maps in new areas are mostly obscured when you arrive. You can see main objectives and any Viewpoints in the area, but some of the collectibles are hidden from view. To negate this, unlock all of the Viewpoints in each area; this reveals everything that there is to see (including quest items, collectibles, activities, etc.).

Another good trick is to hit RB / R1 to show the items that can be unlocked in your current area. Look for Viewpoints there and on your map to find out where to go first!


LT RT World
New York
renovation 3%
Stuyvesant's Farm - hard
all icons LB RB
exit
set marker
zoom max
center
legend
pan
zoom

MOVEMENT

Movement is directed with your control stick. Gentle movement on the stick prevents Shay from walking too quickly. Push harder to get him up to a full walk. Use the fast walk or run command to make him go even faster as long as you don't mind being high profile with your actions.

To walk: Use the left control stick.

To walk quickly: Use the left control stick and press A on the Xbox 360 controller or ✖ on the PS3 controller.

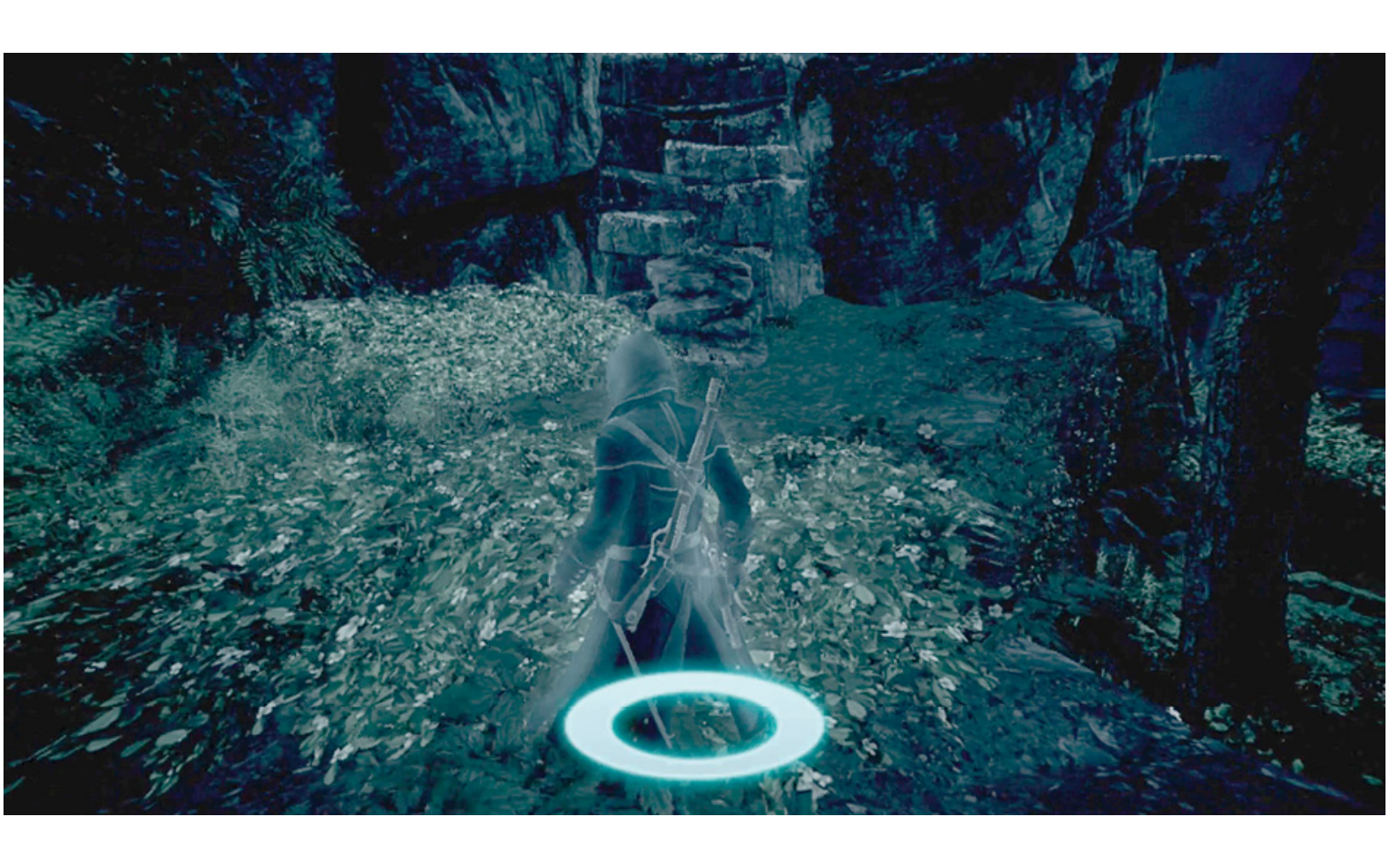
To sprint: Use the left control stick and hold down RT / R2.

jump
sleep darts full
berserk darts full
263 m
£ 4821

CAMERA CONTROL

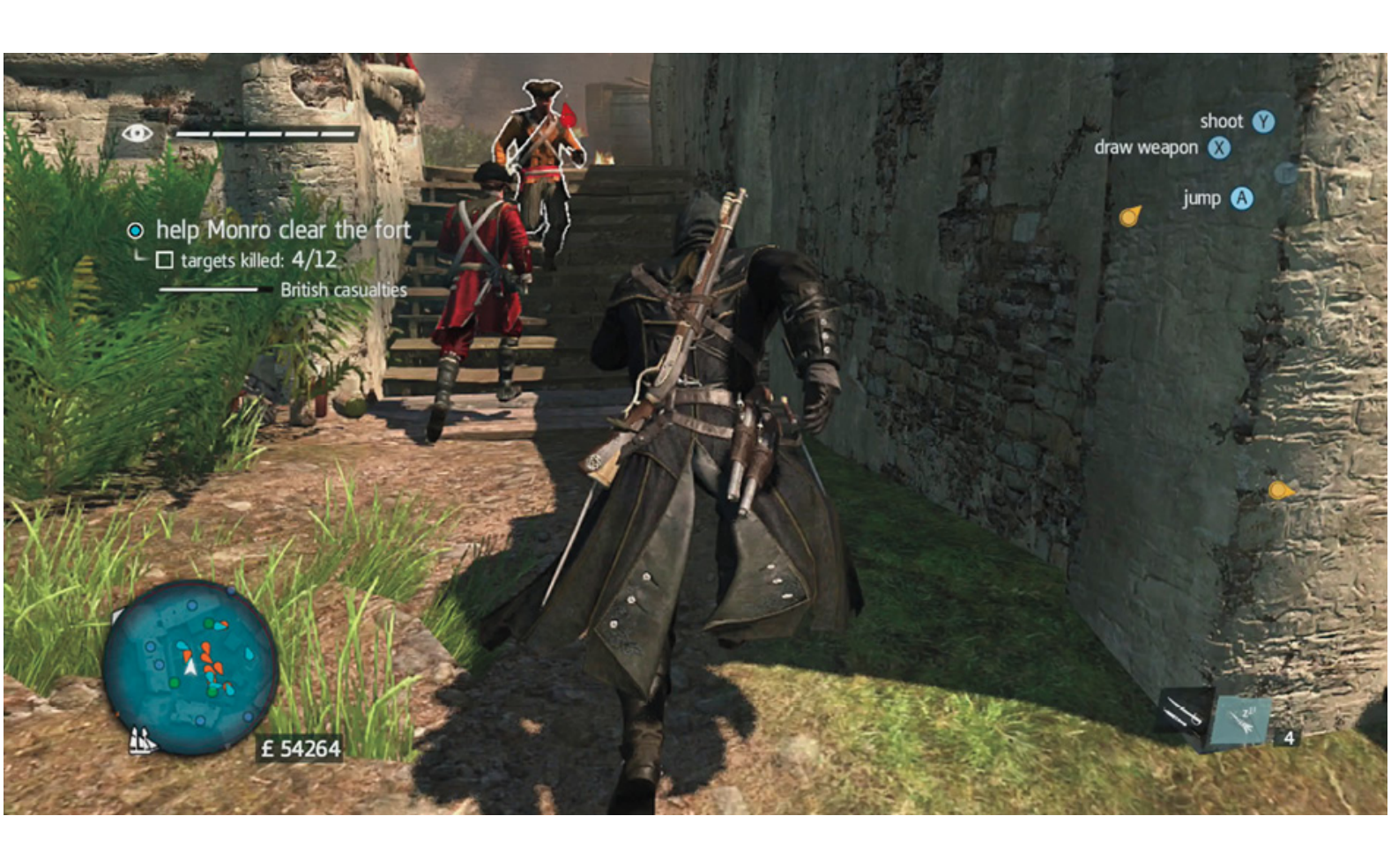
The other control stick directs the camera. Keep it oriented so that you see where enemies are standing in the middle of battle. If you can't see a foe, you won't know when to counter their attacks.

Camera control is also vital during naval battles. The camera controls the ship's weaponry. If you are facing the front of the ship, your weapons switch to the front carronades. If you're looking beside the ship, the broadside cannons activate. From the rear, flaming oil is used.



CENTER CAMERA

Click on the right control stick to center the camera in front of Shay without having to waste any time. This is useful when you're looking all over the place and then want to quickly restore your point of reference.

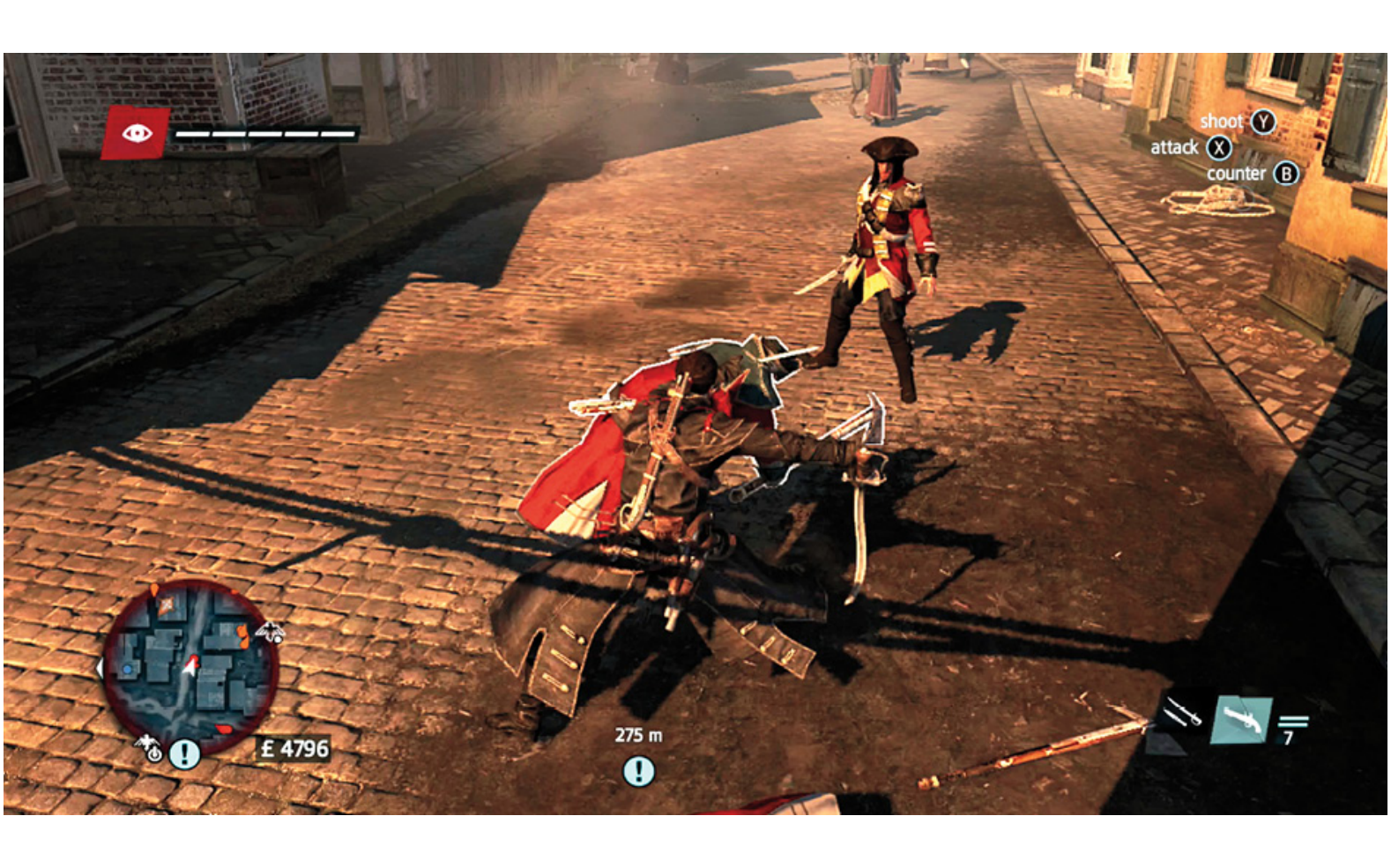

help Monro clear the fort
targets killed: 4/12
British casualties
shoot
draw weapon
jump
£ 54264

JUMP/BREAK DEFENSE

This command is contextual. Pressing the button makes you jump if you're on a ledge, close to a precipice, and so on. If you're engaged in battle, you try to break the defense of your target.

The controls are very clear when you're in game, and the interface updates whenever an action would be different (you can track this in the screen's upper corner).

Jumping causes Shay to take damage if he's too high, but you avoid this if you take a Leap of Faith into a soft surface. If you spot a cart of hay or a pile of leaves or snow beneath your location, aim for that, hold the Free Run button, and jump into the air. Trust Shay to survive.


shoot
attack
counter
£ 4796
275 m

USING BREAK DEFENSE IN TOUGHER BATTLES

Break Defense twice against the same target to completely cripple them. When they're on the ground afterward, you can execute them with little effort.

Counter, Break Defense, Attack is a combo that stops an enemy attack, steals their weapon, and then kills them outright. It's quite useful.

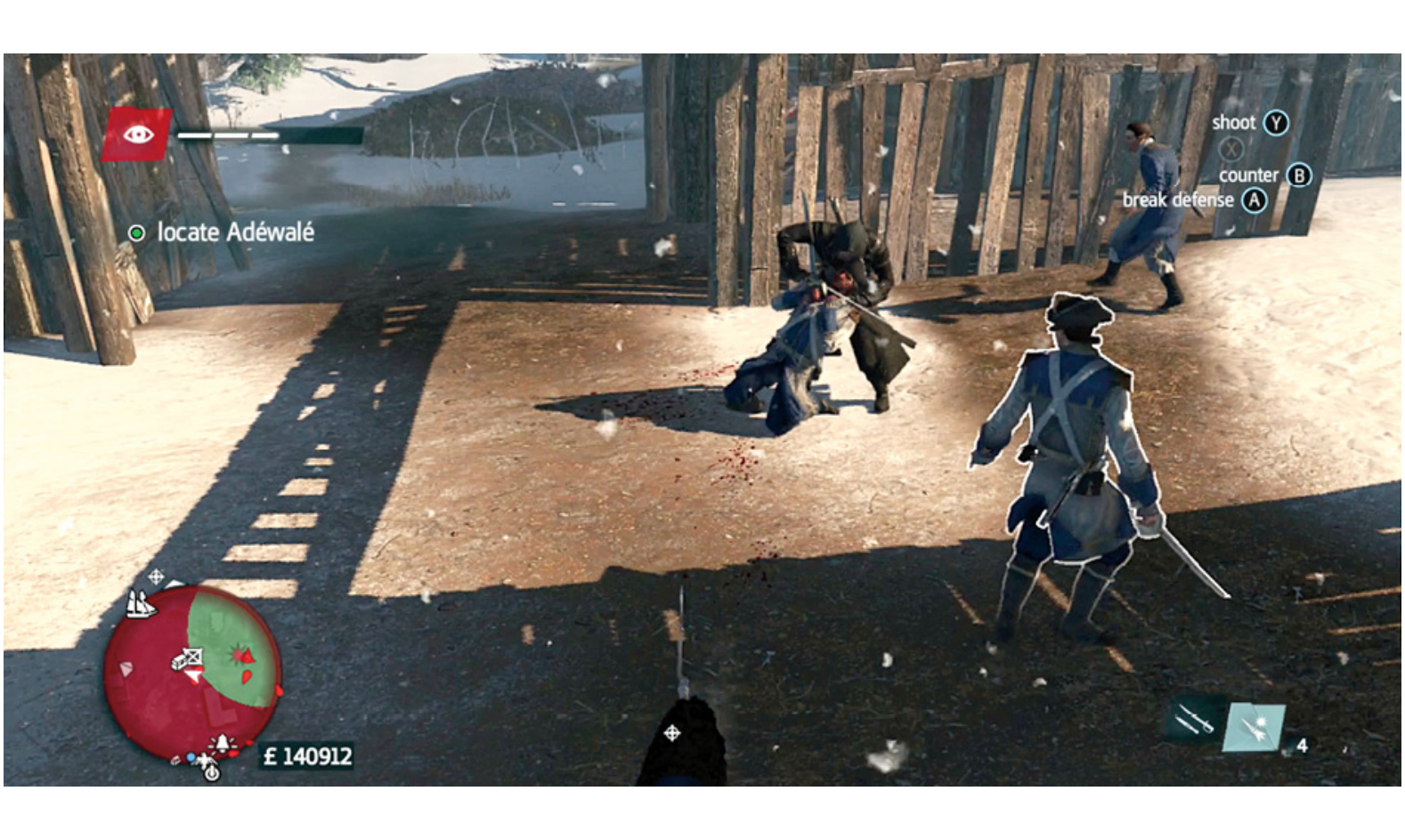
INTERACT/COUNTER

Normally, this command lets you open chests or doors, skin animals, or interact with anything that's directly in front of Shay. In battle, this becomes the Counter command, which lets you block an enemy attack. Counter is paired with Attack to block and reverse your enemy's moves; it's a valuable way to stay alive and kill your targets that much faster.

Counter + Break Attack lets you steal weapons from foes. If you're unarmed or want to use the weapon that an enemy is carrying, this is a useful technique.

Counter + Use Tool is a flashy way to finish off your enemies. Stab them and shoot the poor fool afterward. Try out a Rope Dart and see what happens. There are plenty of exciting possibilities.

If you're worried about too many attacks at once and want to hold your ground, keep the Counter button depressed and parry your enemies' attacks. This won't trigger Counters, but it keeps Shay from getting smacked around.


locate Adéwalé
shoot
counter
break defense
£ 140912

ASSASSINATE/ATTACK

Use this command to kill unwary targets that are within your range of attack. It becomes an aerial assassination if you're above your opponent, a charging attack if you're running at them, and so on. As long as your enemy is vulnerable, they will die.

The regular attack version of this command activates during battle, when enemies can defend themselves. Use chains of basic attacks to wound and then kill your enemies. Counter and then immediately attack afterward for more exciting and effective kills, and use Break Attack if a foe starts playing defensively against you.

locate Adéwalé
attack
counter
break defense
£ 140912

USE TOOL/RANGED WEAPON

Attack with your ranged weapon or use darts and grenades with this command. All of these give you the ability to take down opponents who are beyond the reach of your blades. Pressing this button on its own is a fire-from-the-hip situation. You need to be facing your enemy directly. To aim and then shoot, use the Free Aim command.

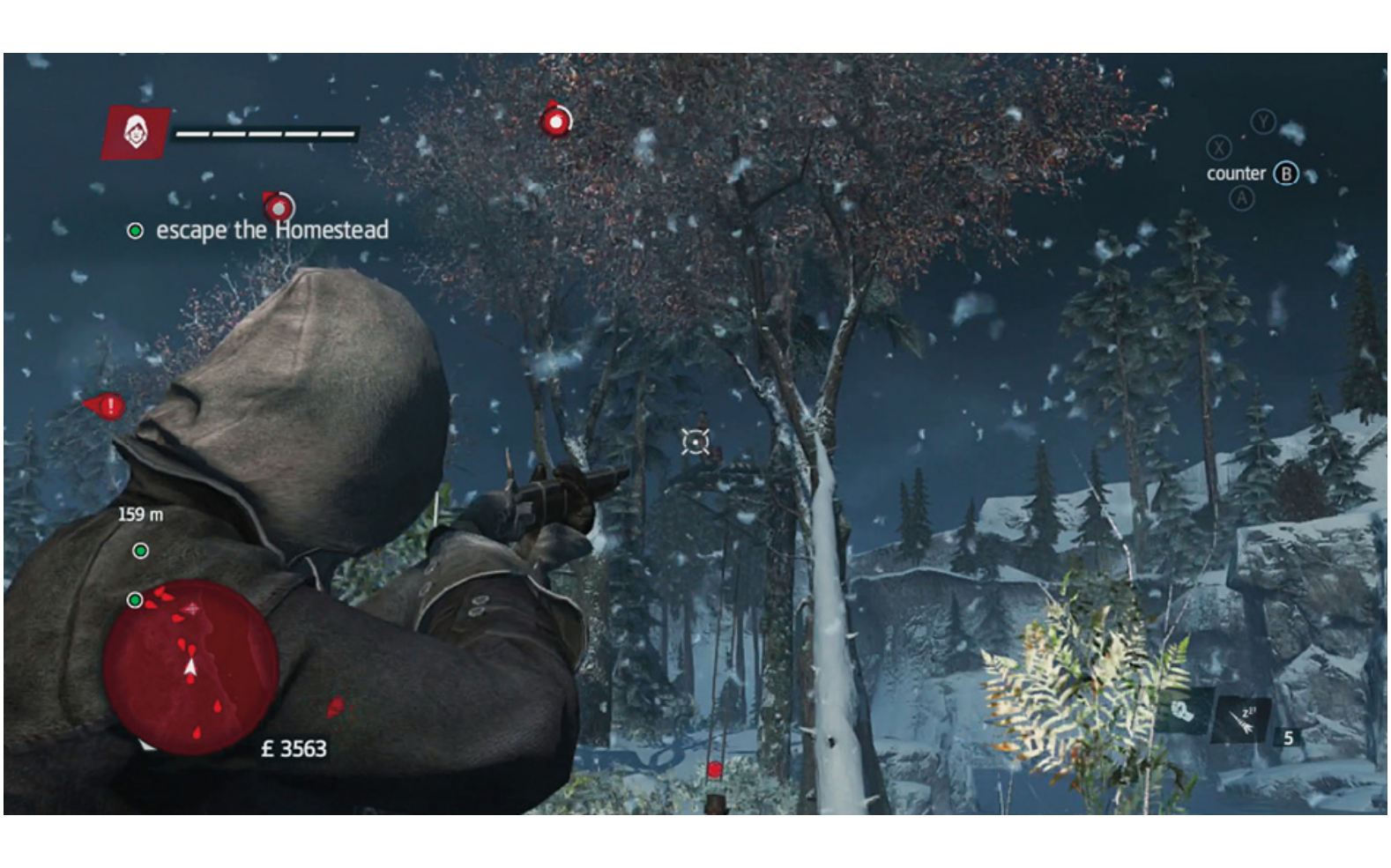
Outpost Raid
steal the first key
drop
£ 12683

EAGLE VISION

Eagle Vision is a special Assassin power that lets you see only the most important things in the world around you. Enemies, items of importance, and animals are all as clear as day. Even the best hidden opponents are slightly revealed as Shay gets an idea of where they are waiting.

FREE AIM

When you need to hit targets at longer range, use Free Aim. Hold down this button and use your camera control to fine-tune your targeting. Shoot when ready, and don't miss!


escape the Homestead
counter
159 m
£ 3563

FREE RUN/FIRE WEAPON

When you're not aiming, this command puts you into a free sprint. This draws more attention from people in the area, so use this when you're alone, totally safe in a region, or have already been spotted. When you're trying to be sneaky, walk slowly and look inconspicuous.

If you are aiming at the time, this button causes you to fire your weapon.

When free running, Shay automatically jumps if he comes to the edge of a building, cliff, and so on, as long as there is a safe landing on the other side of that jump. Direct him toward distant trees or buildings and don't worry about pressing the Jump button. Free Run does most of the work for you! You only need to force Shay to jump if the landing would cause him to take damage.

Shay automatically grips walls, ropes, and other surfaces during Free Run, if you bump into these objects. Be careful with this; it's easy to do something you didn't intend. Ease off the Free Run button when you're near walls, and then resume your run when you're in the clear. Mastering this on and off aspect of free running makes the game way more responsive.

help Monro clear the fort
targets killed: 1/12
British casualties
WARNING: restricted area
£ 54264

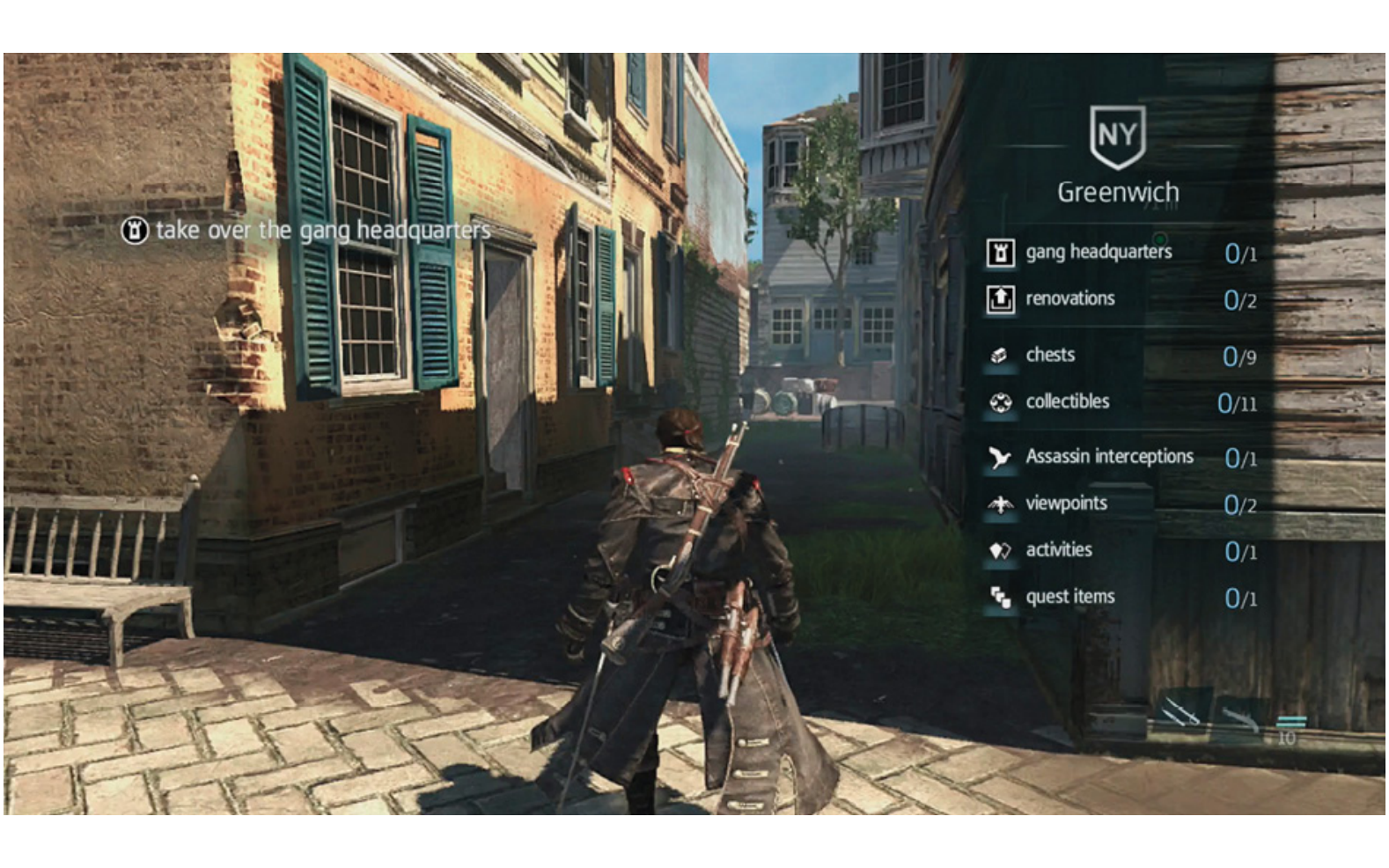
RELOAD WEAPON

Reloading is always a good thing. You want to be prepared for a fight, so keep your weapons ready at all times. If you have to reload during a battle, take cover by breaking line of sight with your opponents. This gives you the ability to reload without getting shot. Failing all of that, reload while you're running away to reach a better vantage point.

shoot
Press LB to reload. You will reload automatically if you try to fire while empty.

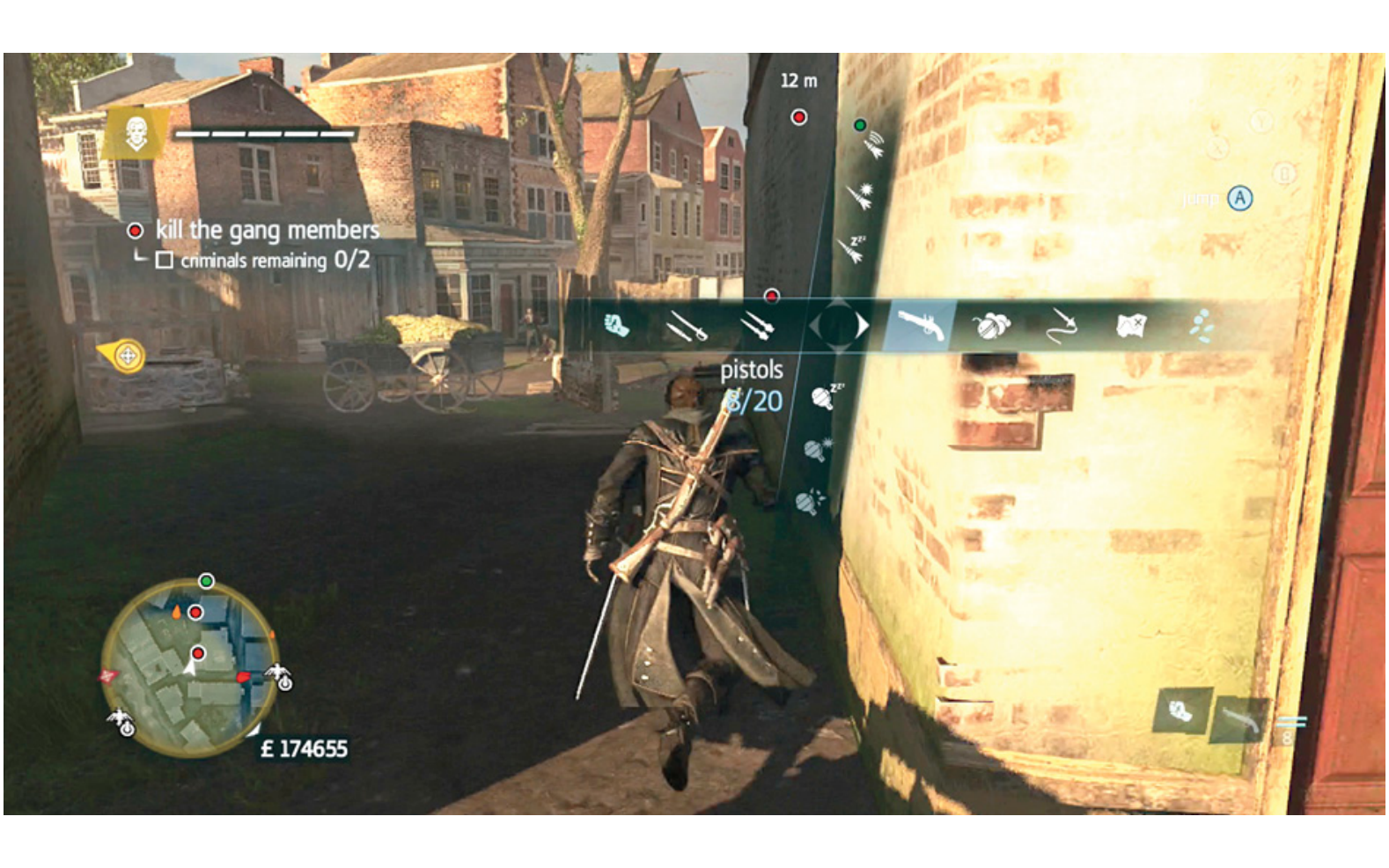
LOCATION INFORMATION PANEL

This useful button reveals the various quest items, collectibles, and points of interest in your current region. Check this frequently to make sure that you're getting all of the treasure before moving on.


take over the gang headquarters
NY
Greenwich
gang headquarters 0/1
renovations 0/2
chests 0/9
collectibles 0/11
Assassin interceptions 0/1
viewpoints 0/2
activities 0/1
quest items 0/1

INVENTORY CONTROL

Switch weapons and tools on the fly with the D-pad. Memorize where everything is located so that you don't have to think about this during a fight. The faster you can get what you need, the safer you're going to be.

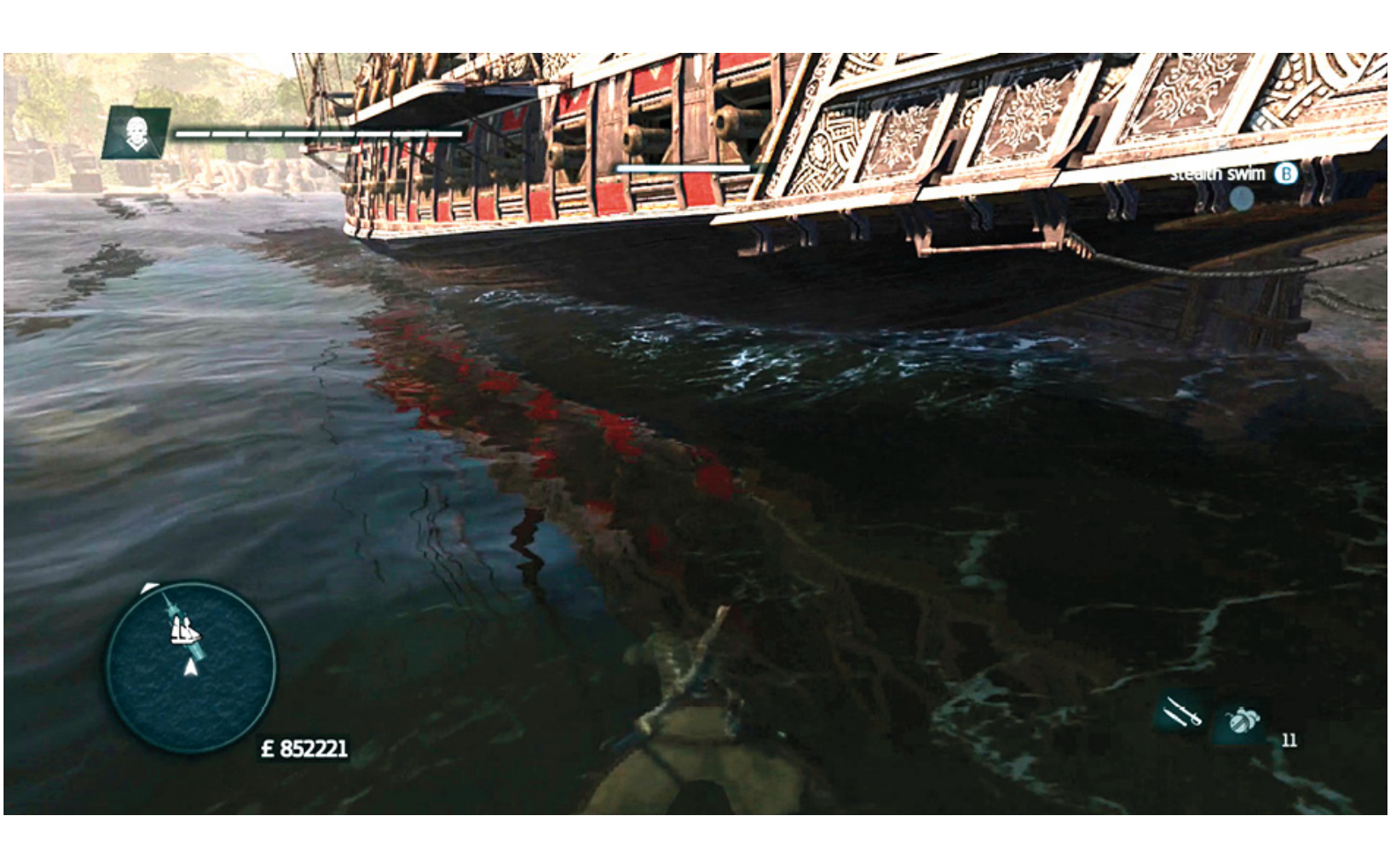

kill the gang members
criminals remaining 0/2
12 m
pistols
6/20
£ 174655

SWIMMING CONTROLS

Most normal controls function the same way when you're swimming. You can still check your map, pause the game, and so forth. There are just two new commands to worry about.

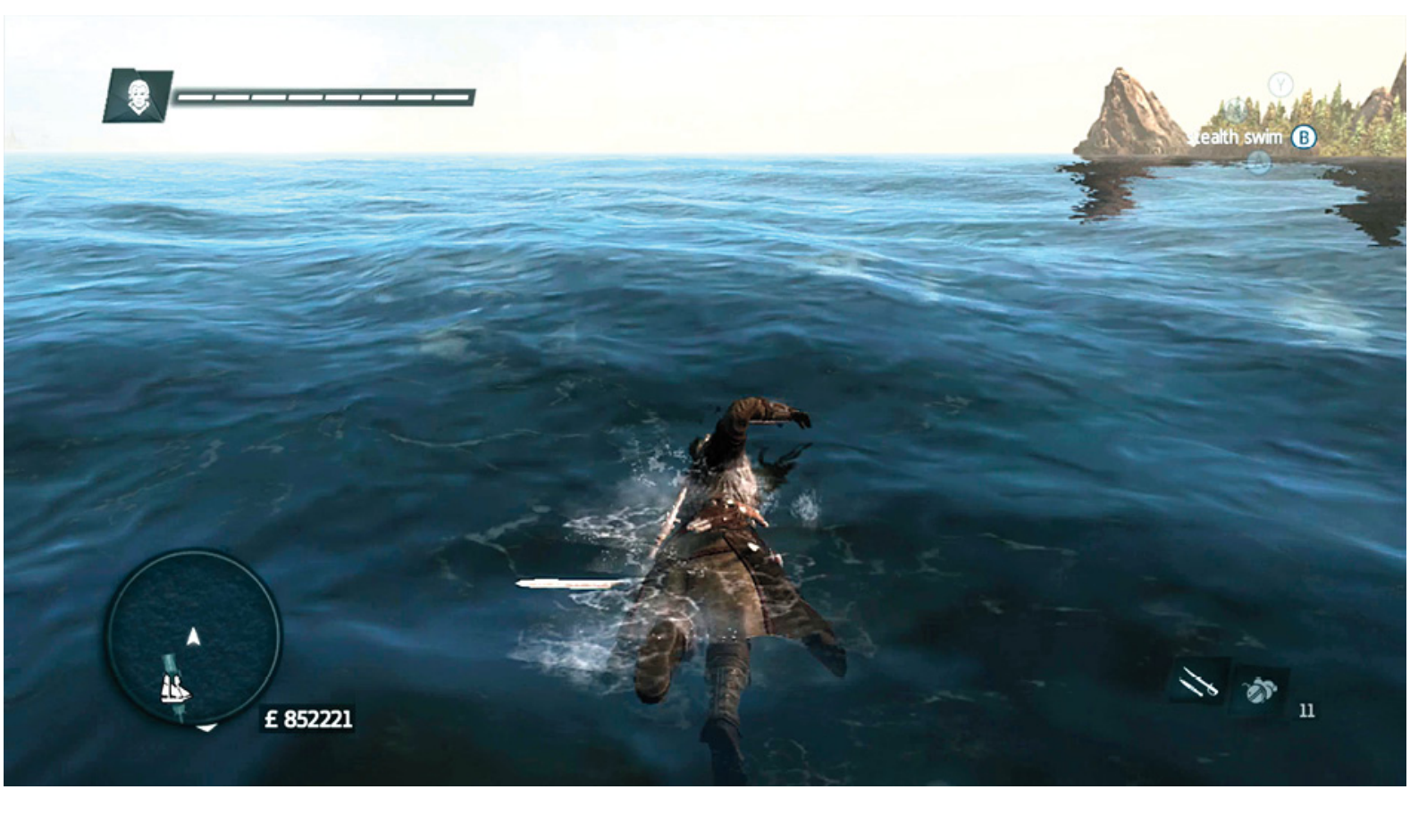
DIVE (STEALTH SWIMMING)

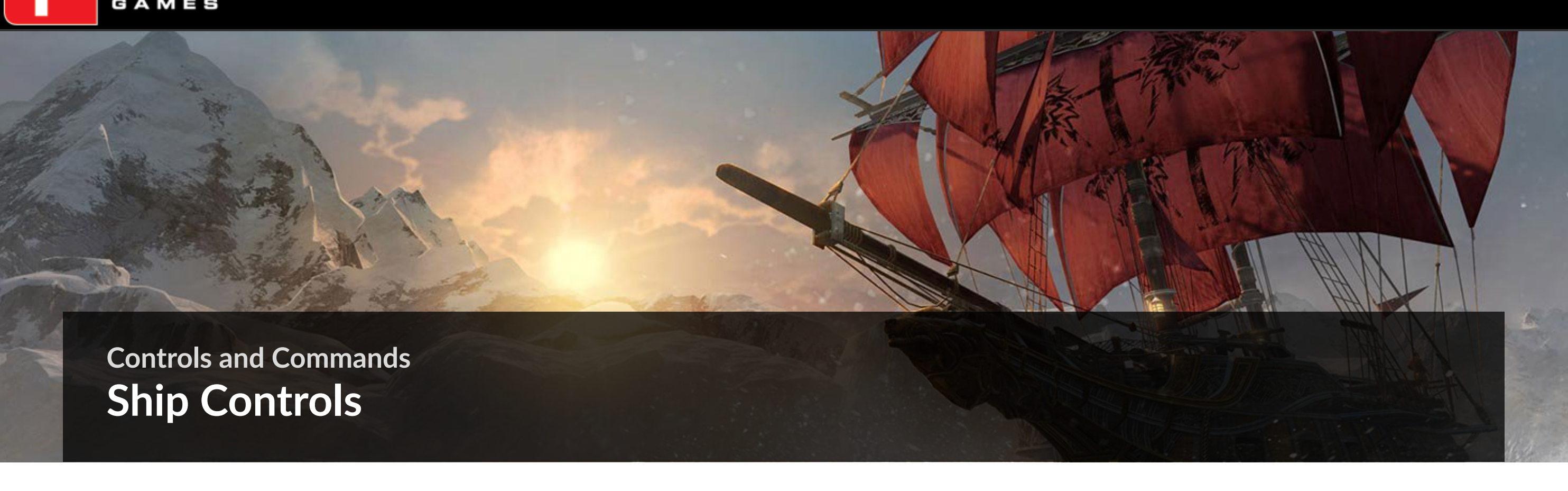
Use this to submerge Shay and avoid being seen. You can only hold your breath for so long, at which point you will surface. He's not crazy, so he won't drown himself to stay out of sight.


stealth swim
£ 852221

FAST SWIMMING

There's no need to stay quiet if you're safe or have already been spotted. Swim as fast as possible whenever you need to get where you're going without delay.


stealth swim
£ 852221



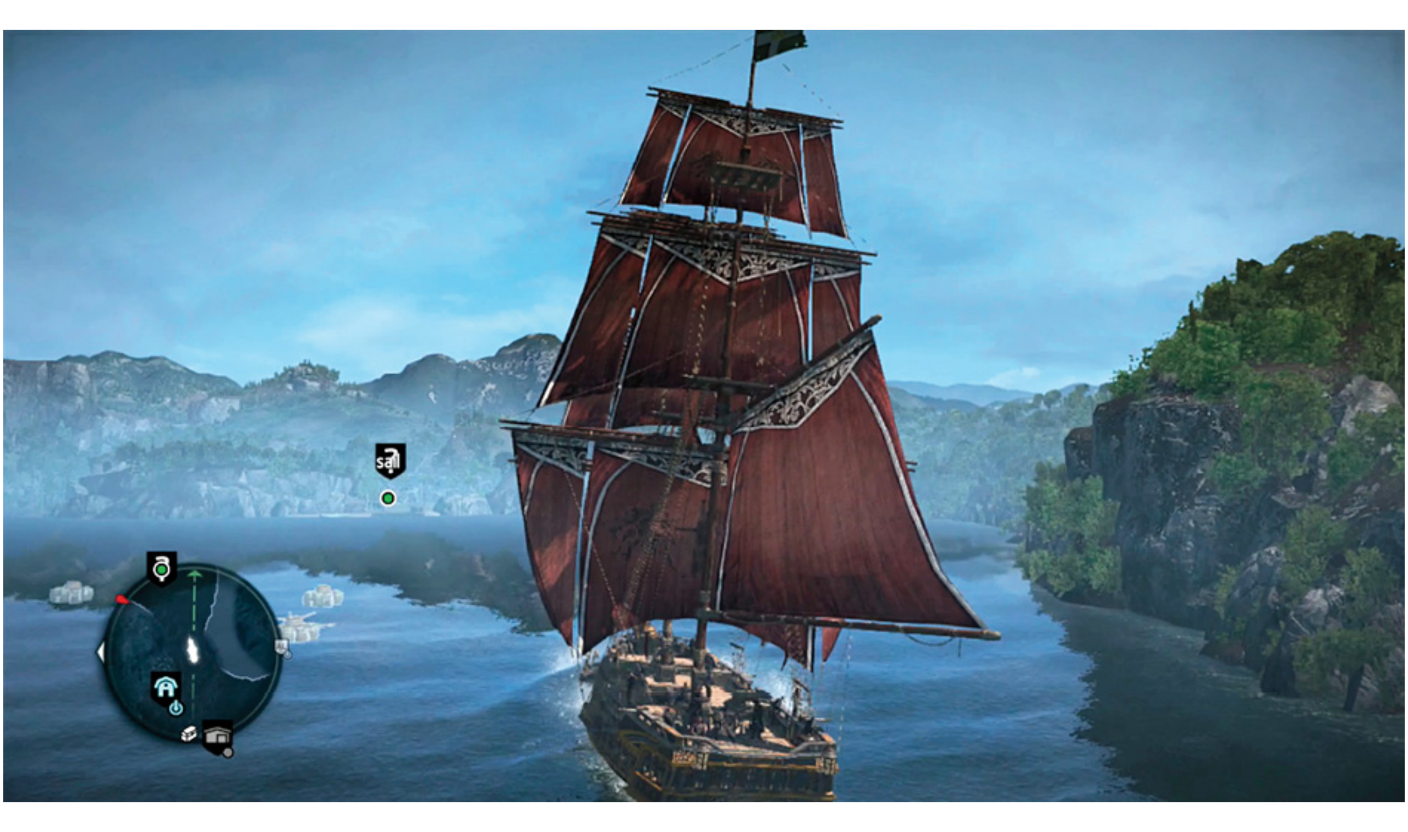
Ship Controls

SHIP CONTROLS

There are quite a few things that are different when you're captaining a ship compared with walking down the street. Let's look at the differences.

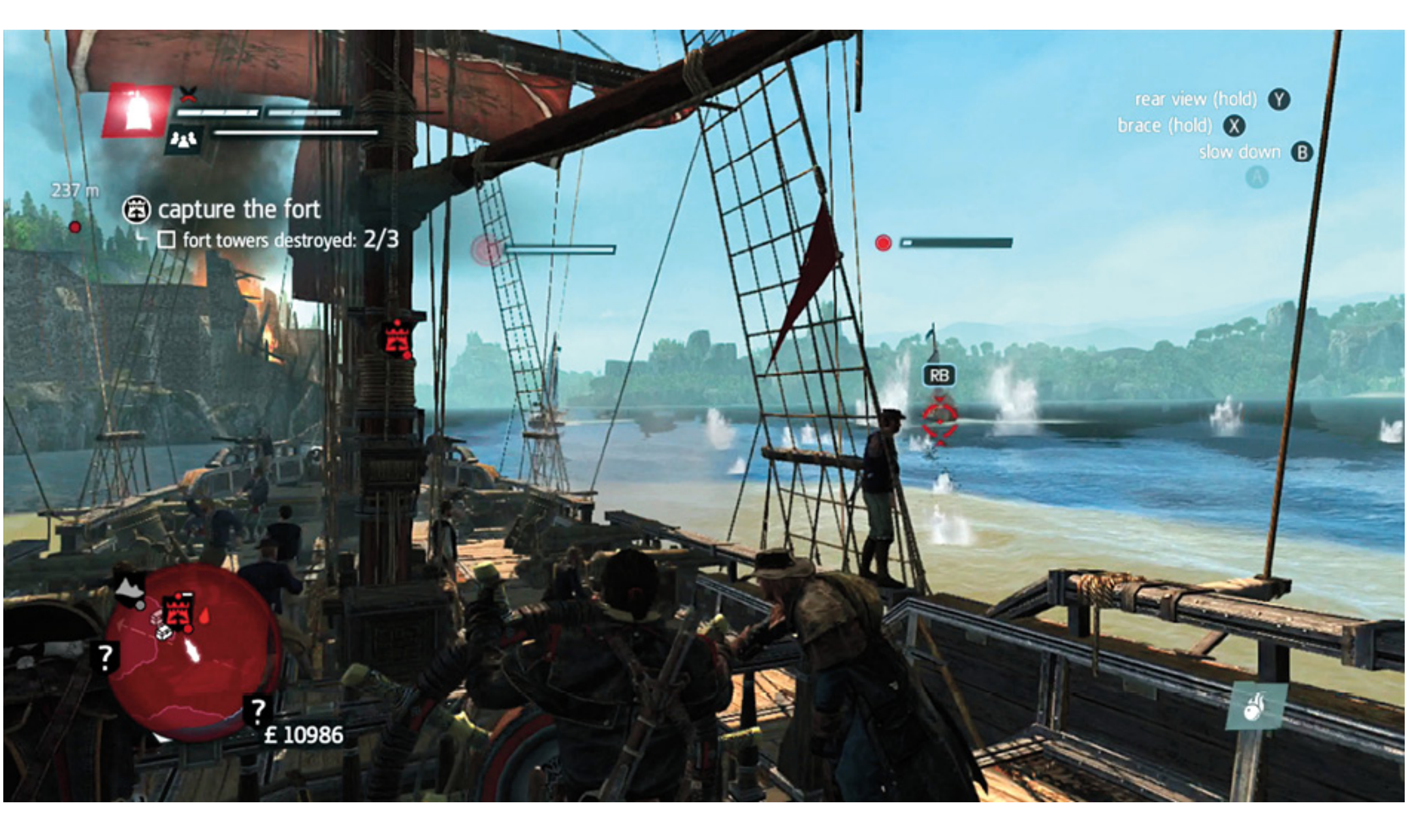
SPEED UP

Press this multiple times to get your ship up to speed. At its fastest, you lose the ability to fight but can traverse the oceans at a fair clip. If you need to maneuver or fire your weapons, then slow down. On your ship, speed comes at a heavy cost in terms of maneuverability.



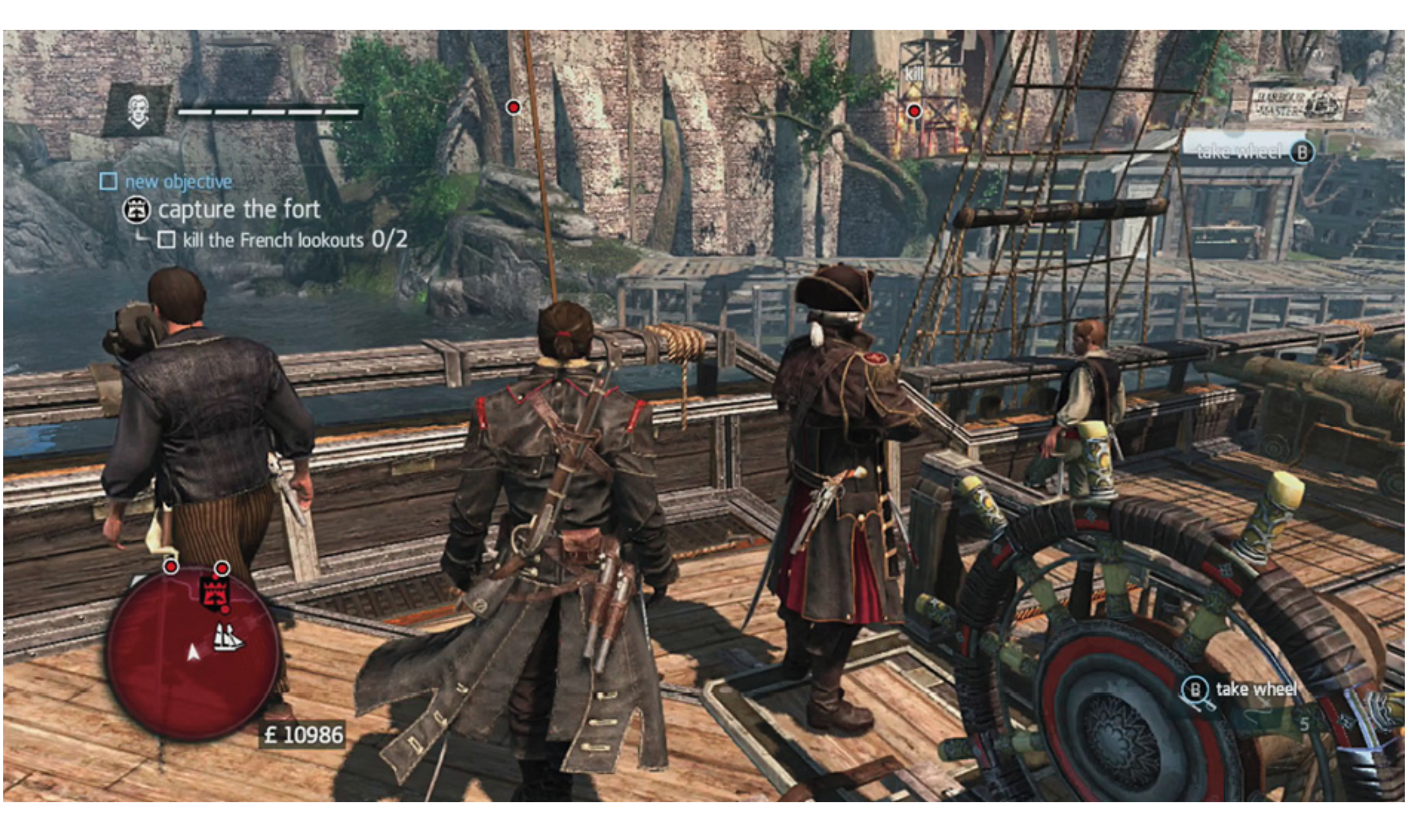
SLOW DOWN

Make slower approaches when you're getting close to ships, docks, or obstacles in the water. You should also slow to a crawl if you need to make any wide turns. The Morrigan turns like a battleship at high speed, but it's as limber as wind if you nearly bring it to a halt.


rear view (hold) Y
brace (hold) X
slow down B
237 m
capture the fort
fort towers destroyed: 2/3
RB
£ 10986

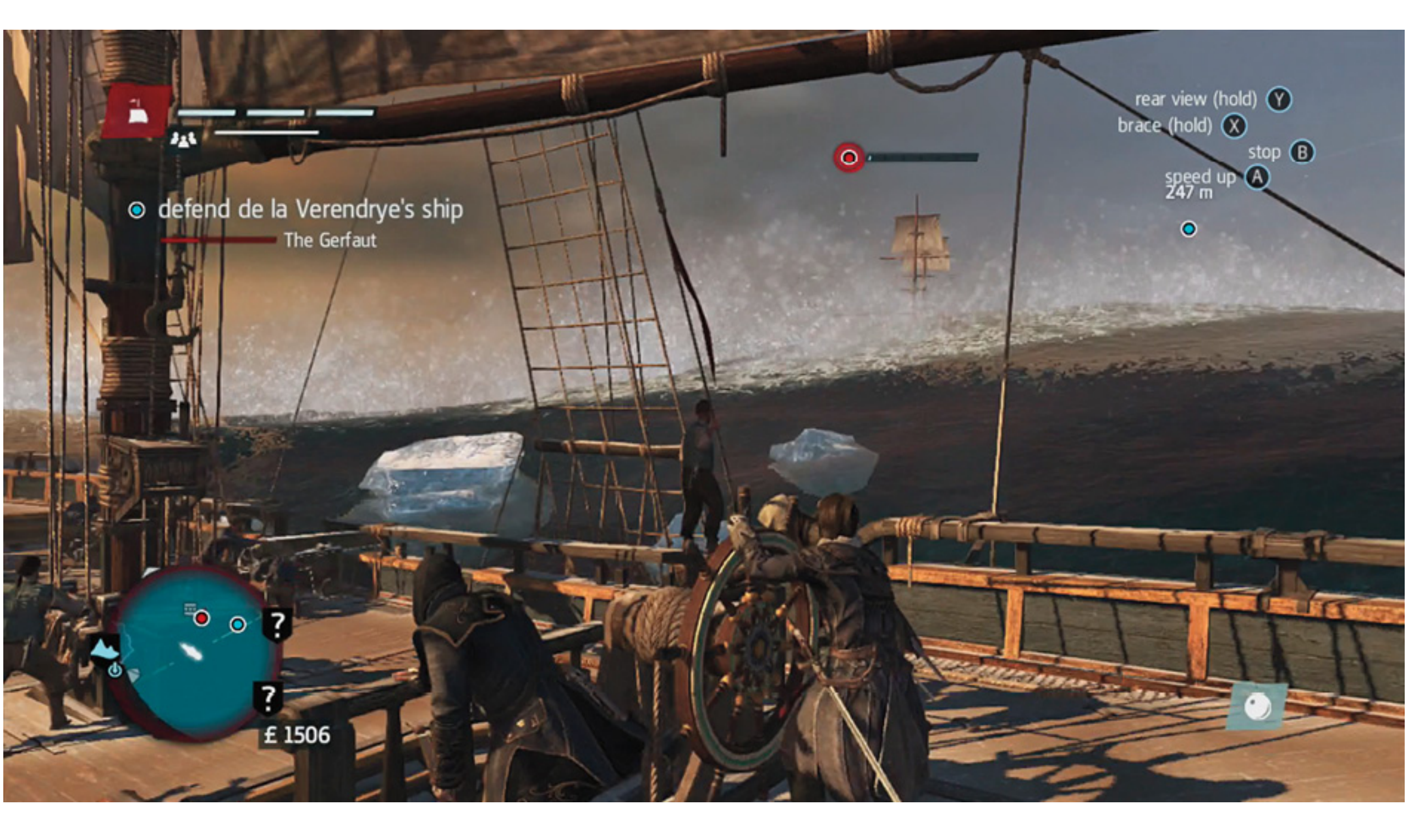
RELEASE WHEEL/DOCK/BOARD VESSEL

This lets you lock the ship into either its docking or boarding procedures and lets you release the wheel to walk around the deck. In all three cases, you eventually let go of the wheel and can resume normal movement.


new objective
capture the fort
kill the French lookouts 0/2
take wheel B
£ 10986
B take wheel

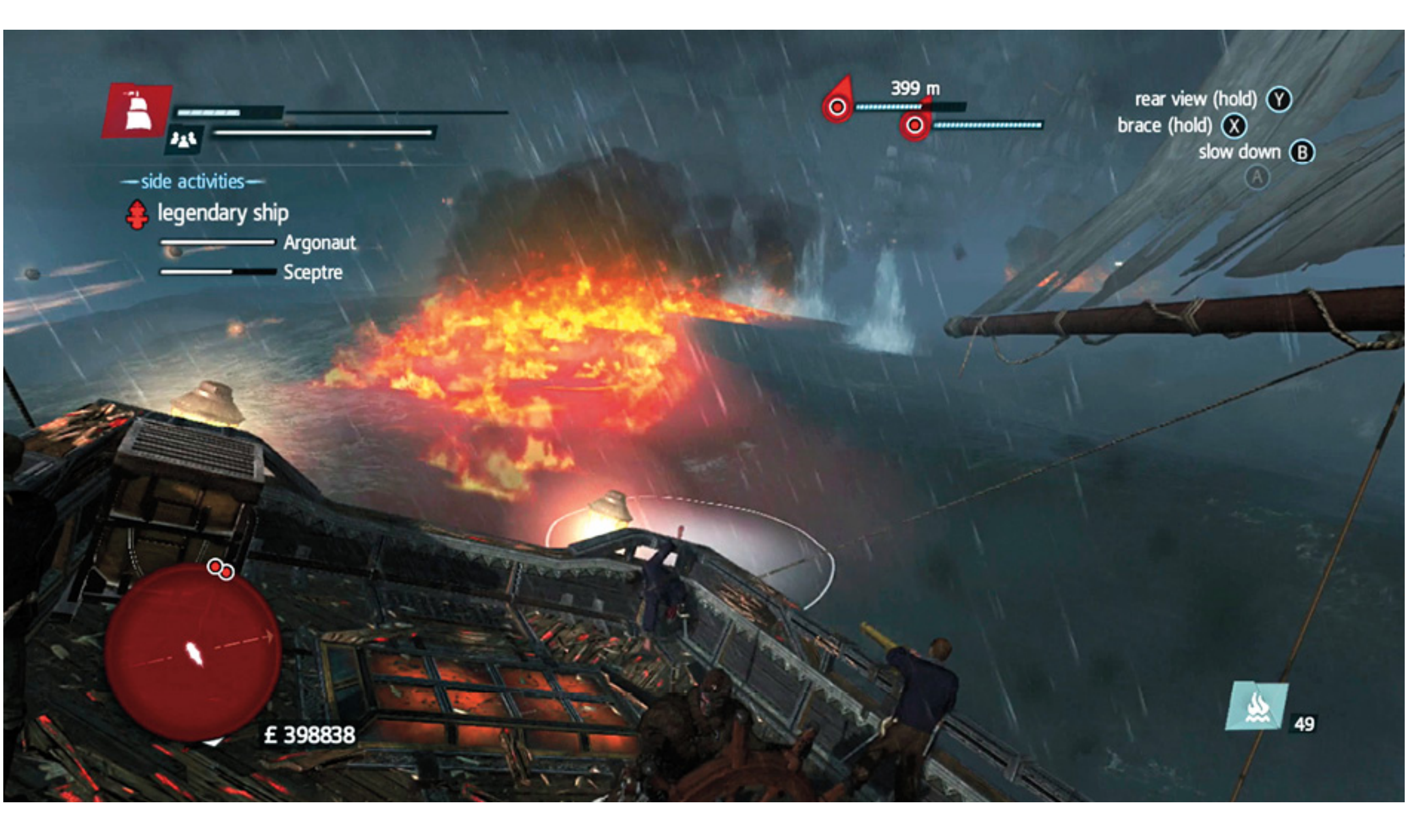
BRACING

If your ship (or boat) is about to strike an object in the water or take damage from enemy fire, it's wise to brace. This prevents you from maneuvering momentarily, but you can hold the button down to reduce damage from these dangerous events. Don't release the button until the danger has passed, or there won't be much point in bracing.


defend de la Verendrye's ship
The Gerfaut
rear view (hold) Y
brace (hold) X
stop B
speed up A
247 m
£ 1506

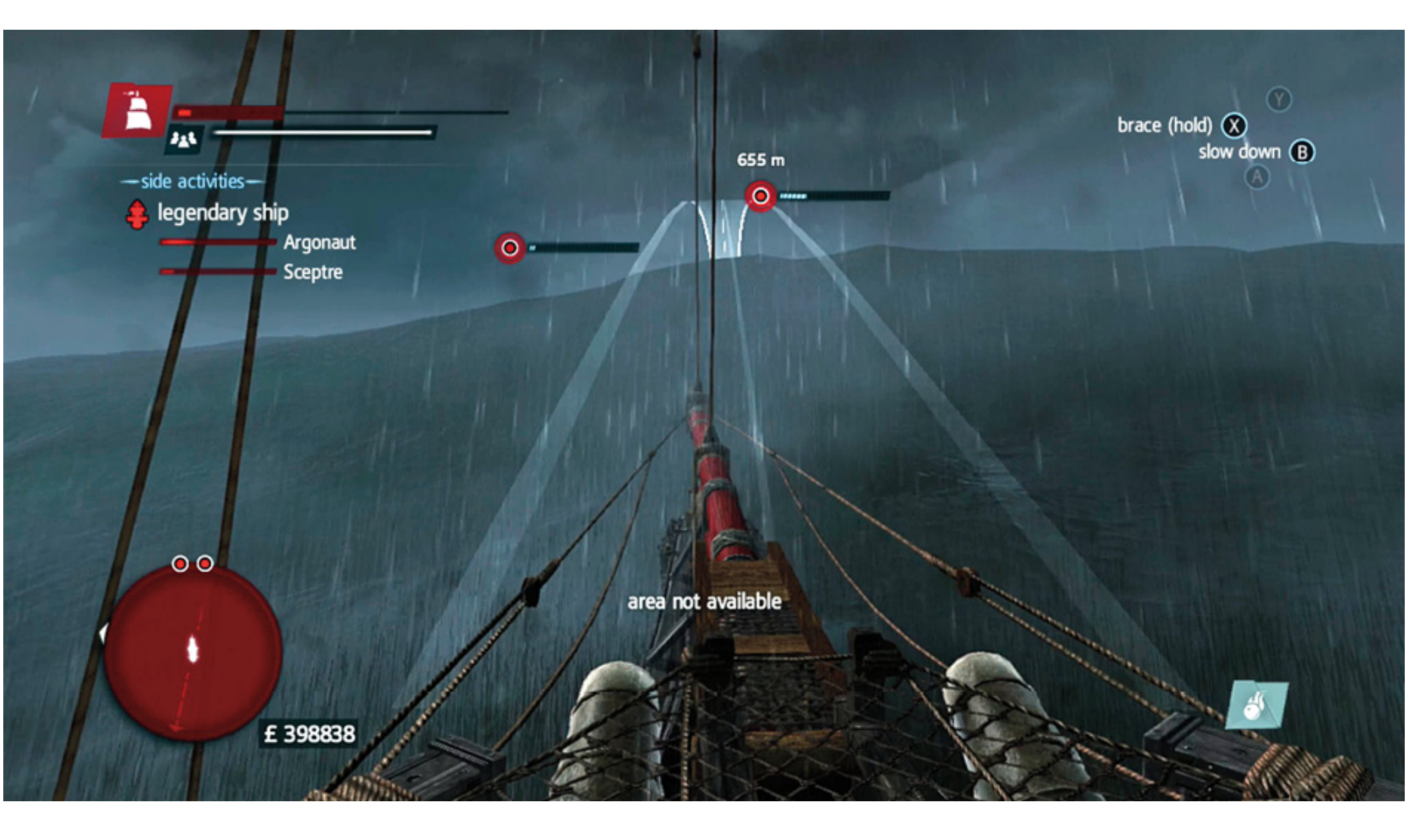
LOOK BACK

To see how opponents are moving behind you without having to turn the entire ship or your camera, use Look Back. If you see targets getting into position, then get your flaming oil ready and set up a nice trap for your encroaching enemies.


side activities
legendary ship
Argonaut
Sceptre
399 m
rear view (hold) Y
brace (hold) X
slow down B
£ 398838
49

FREE AIM

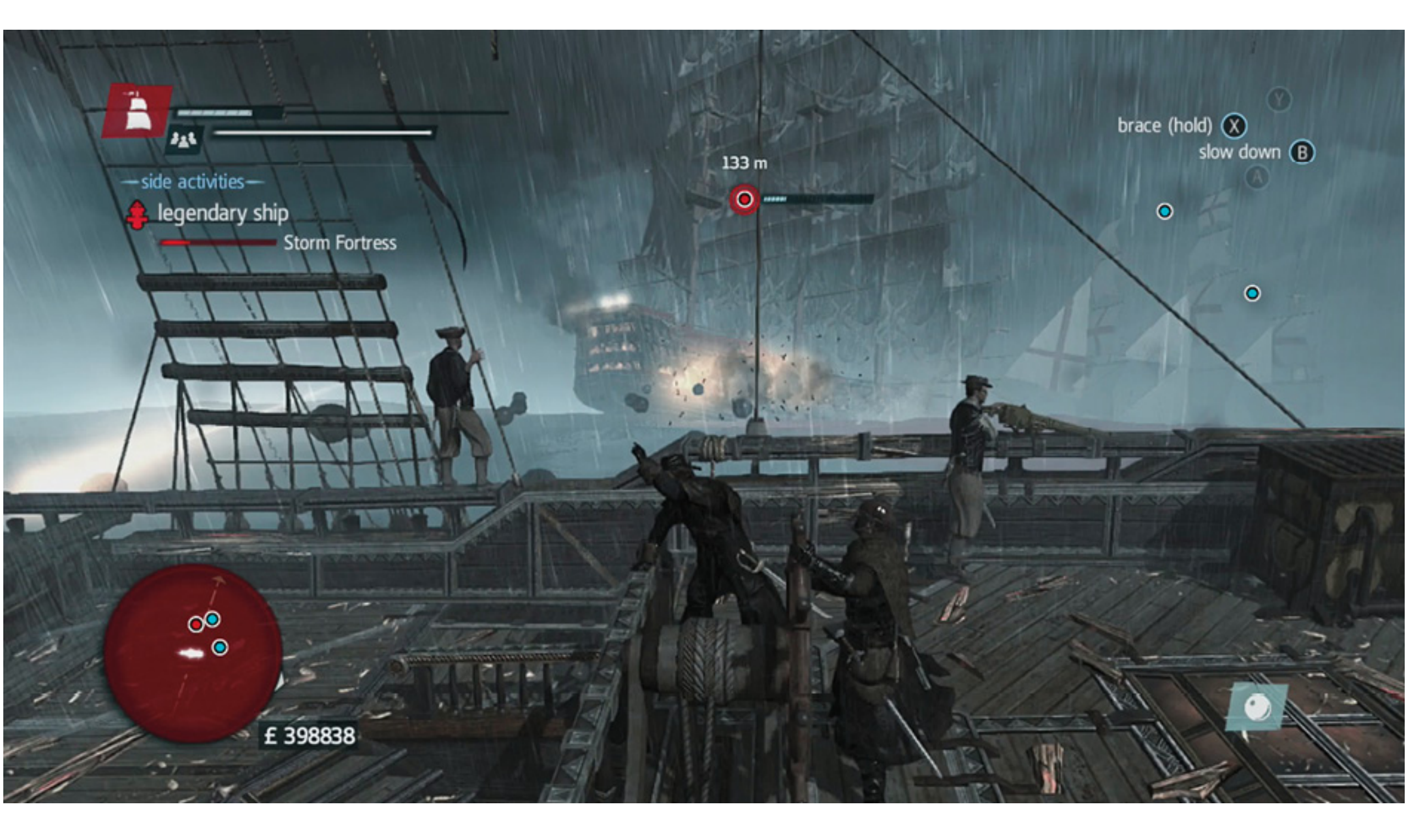
Use the camera to find your targets and then fire away when you're ready to go. Make sure to account for the waves (which can block your attacks if they're too high), enemy movement, and your own ship's motion. If you take all of these factors into account, you won't miss very often.


side activities
legendary ship
Argonaut
Sceptre
655 m
brace (hold) X
slow down B
area not available
£ 398838

FIRE WEAPONS

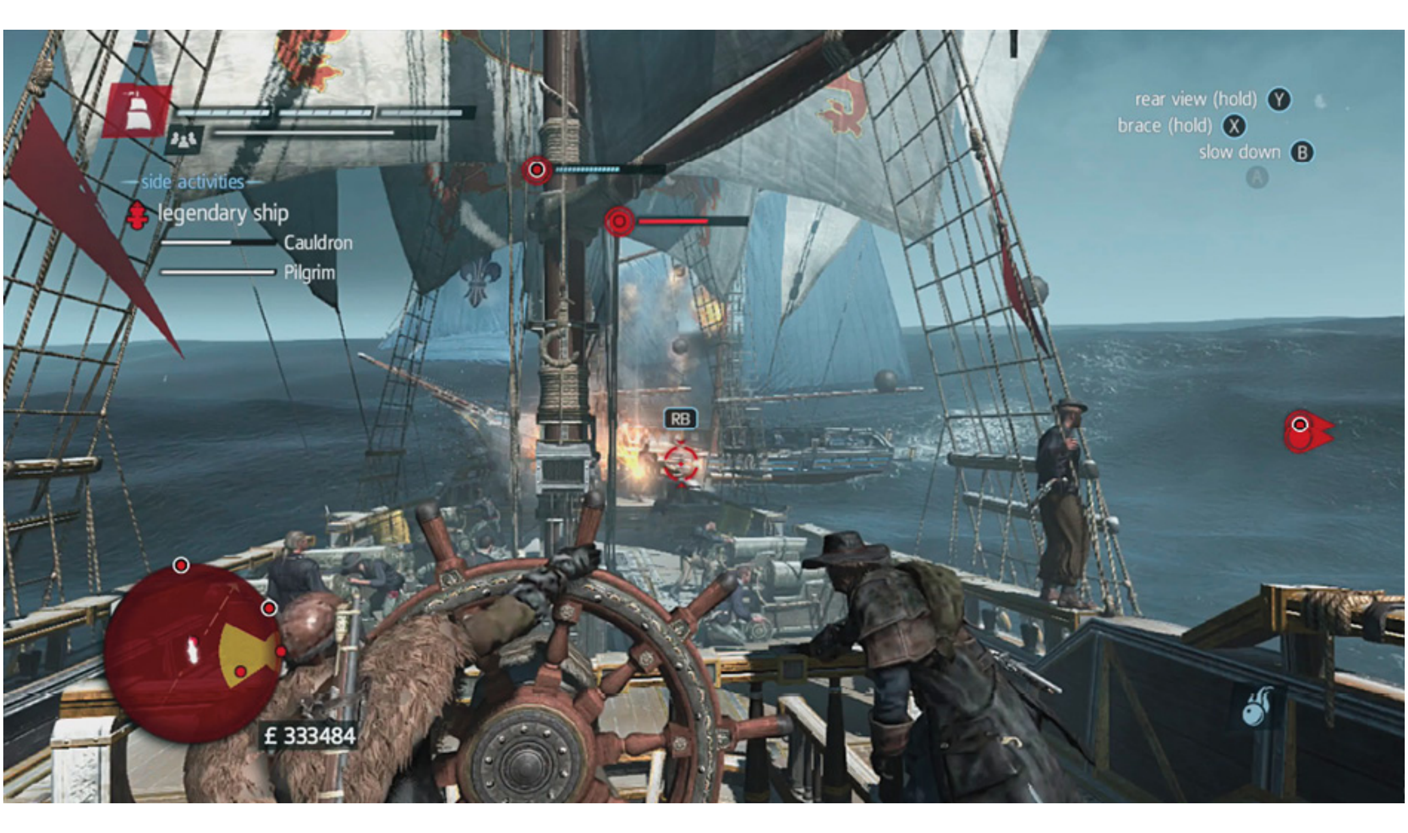
The primary weapon control fires the front carronades if you're facing forward with the camera or the broadside cannons if you're looking out to either side of the ship, or it releases flaming oil if you're staring aft.

For ranged weapons, a pale arrow appears to show you how far the attack is going to go before it drops. Raise the angle when you need to fire farther or get over waves to hit your target. This is your best tool for accuracy in battle because it makes leading your targets fairly easy.


side activities
legendary ship
Storm Fortress
133 m
brace (hold) X
slow down B
£ 398838

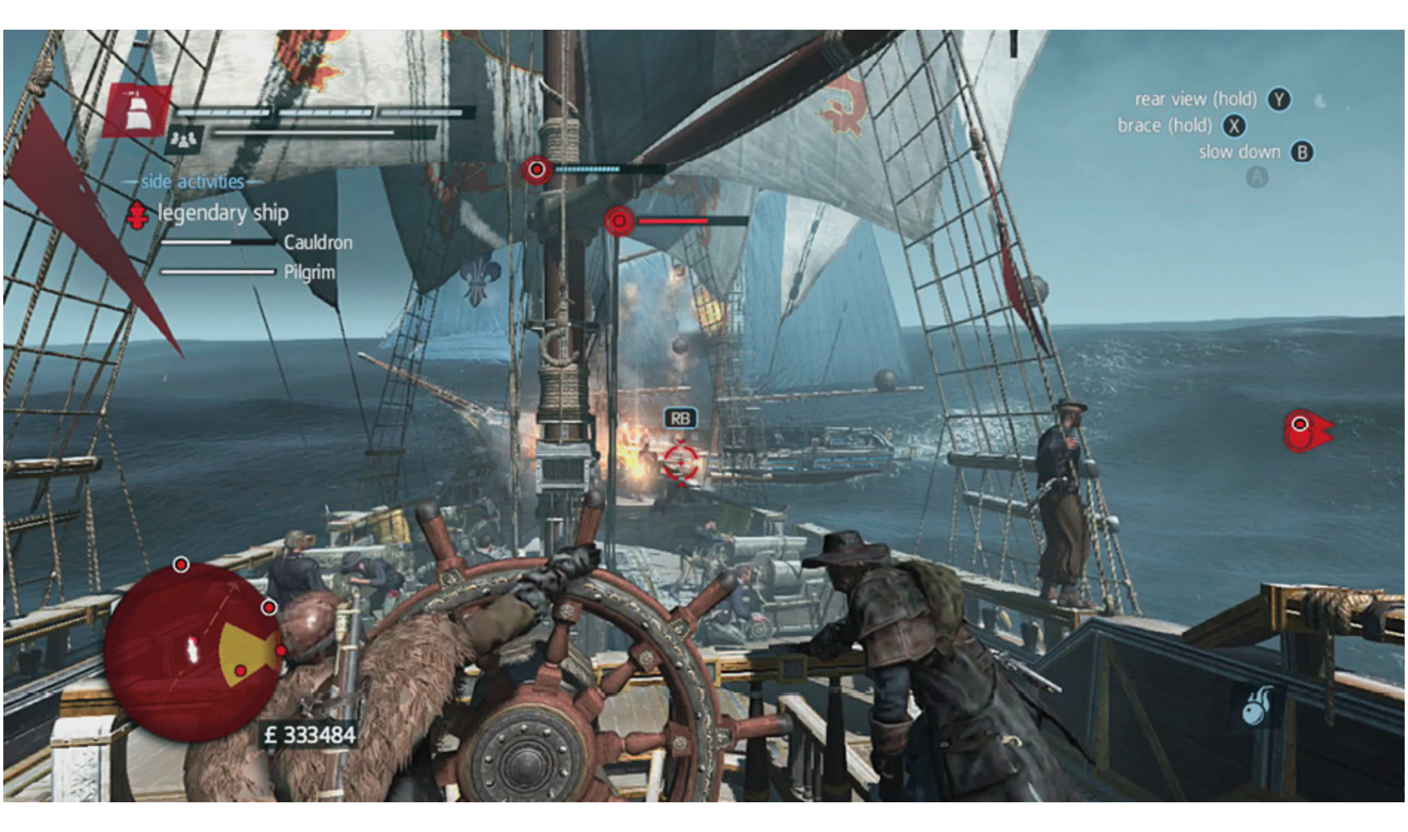
FIRE MORTAR

Though the Morrigan doesn't start with many weapons, you can soon purchase mortars, Puckle guns, and other fun toys. The mortar has massive damage potential and range. Use it to engage targets before they're ready to fire at you or to punish anyone who tries to flee from battle.


side activities
legendary ship
Cauldron
Pilgrim
rear view (hold) Y
brace (hold) X
slow down B
RB
£ 333484

FIRE PUCKLE GUN

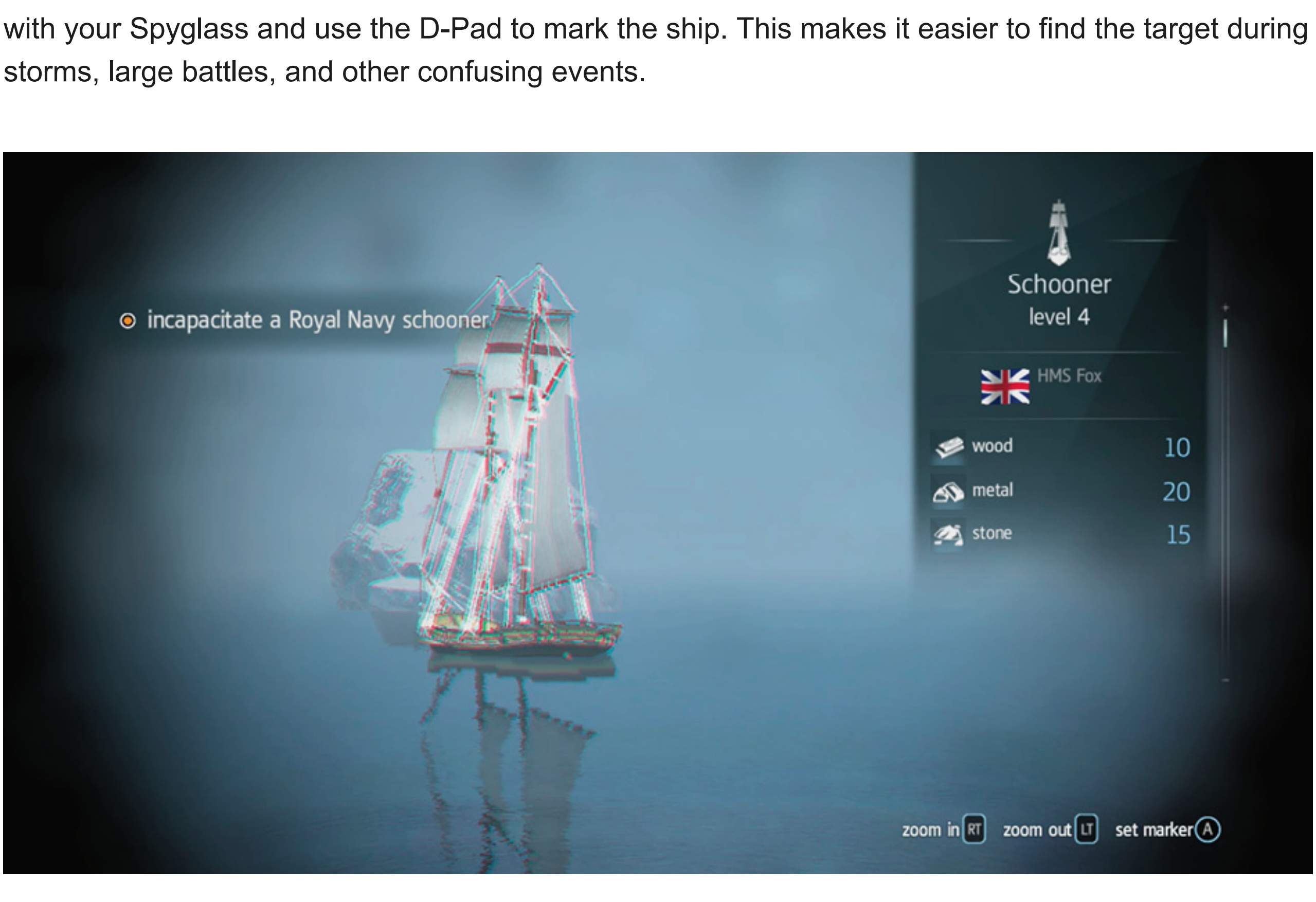
The Puckle gun is a crude machine gun that can be mounted on the Morrigan. It's an adequate antiship weapon, but it's even more effective for spraying the deck of a ship that you're about to board. Why fight everyone fairly when you can load them with shots and waltz over like a champion?


side activities
legendary ship
Cauldron
Pilgrim
rear view (hold) Y
brace (hold) X
slow down B
RB
£ 333484

USE SPYGLASS

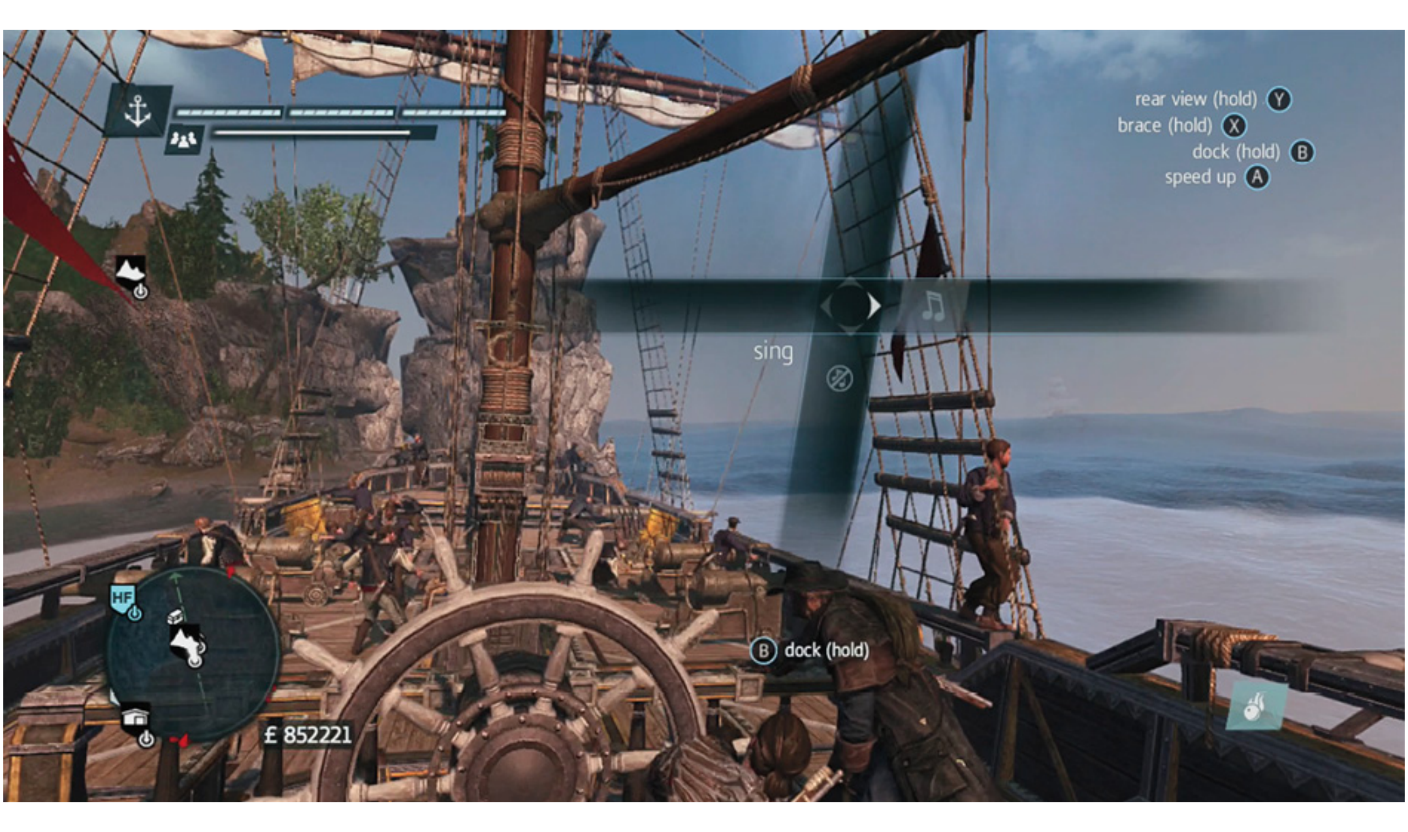
Don't engage enemy ships before you know what you're getting into. The spyglass lets you see the relative power of your target and their cargo. Make sure that the ship you're about to fire on is controlled by an enemy nation, has cargo you need, and isn't so powerful that they'll blow you out of the water in response to your provocation.

While going after specific ships, use the Spyglass to tag your target. Highlight the important ship with your Spyglass and use the D-Pad to mark the ship. This makes it easier to find the target during storms, large battles, and other confusing events.


incapacitate a Royal Navy schooner
Schooner
level 4
HMS Fox
wood 10
metal 20
stone 15
zoom in RT
zoom out LT
set marker A

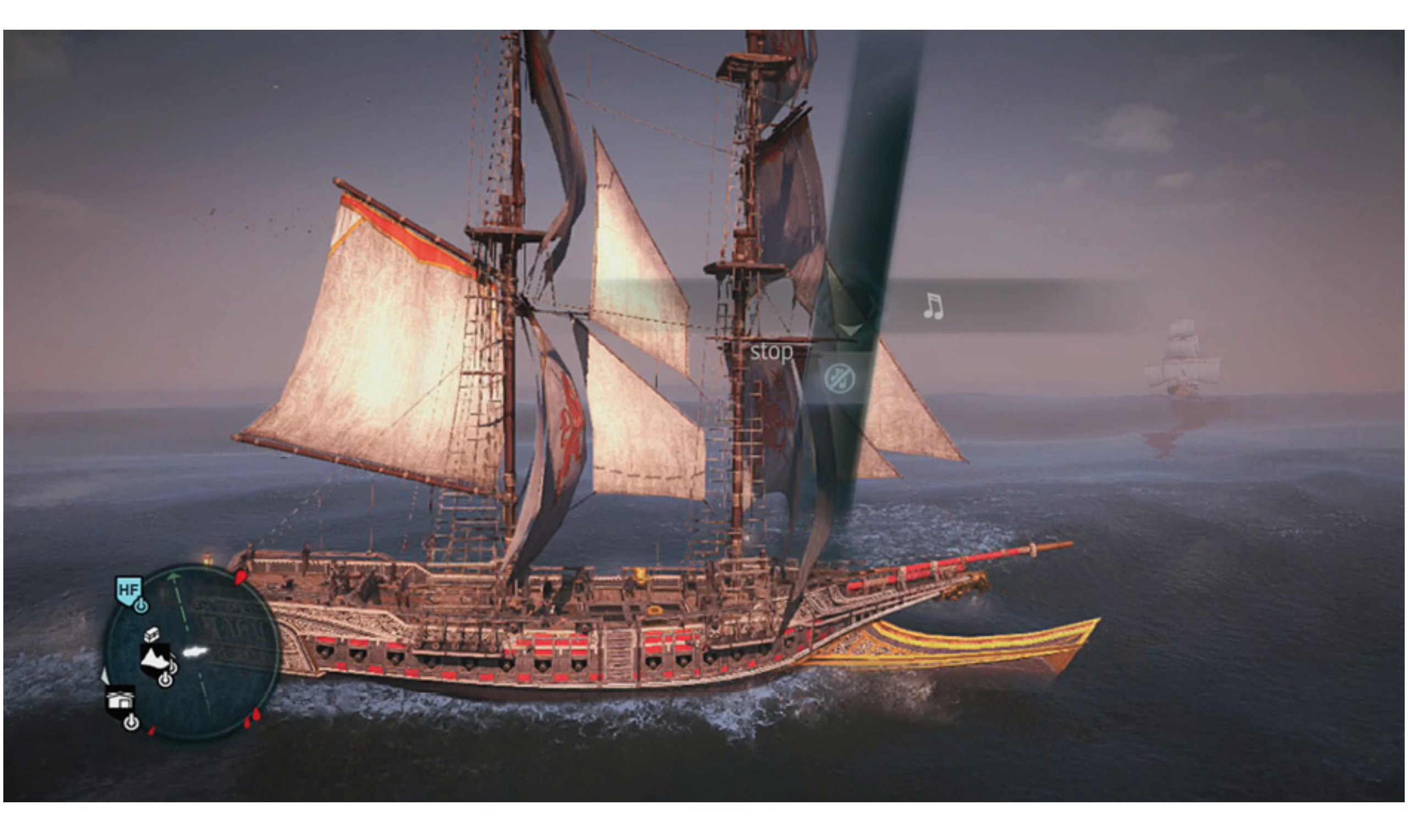
CHANGE SHANTY

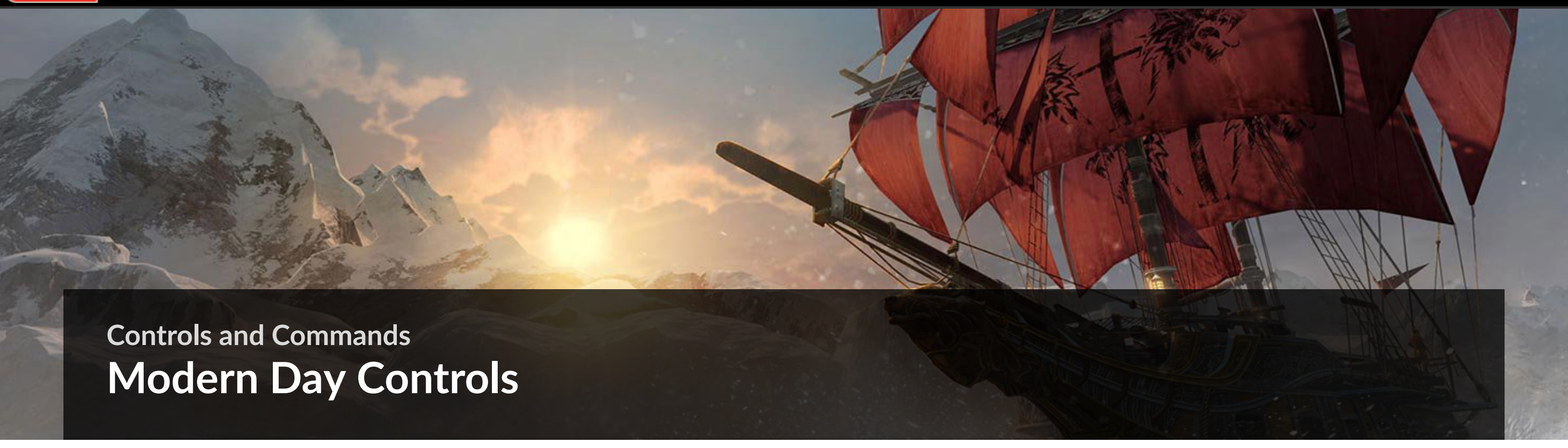
If the sailors aren't singing something you like, change the tune with this command.


rear view (hold) Y
brace (hold) X
dock (hold) B
speed up A
sing
B dock (hold)
HF
£ 852221

STOP SINGING

When you've had enough of song and merriment, stop the singing and focus on the task at hand.



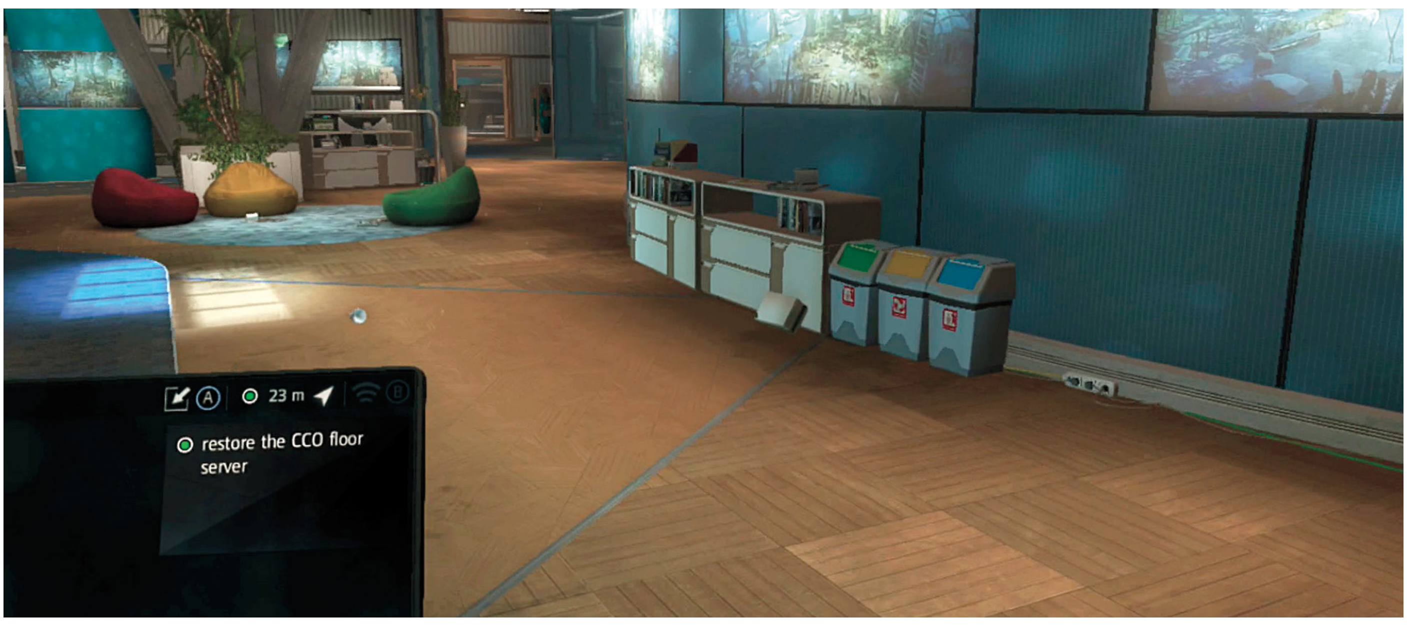


MODERN-DAY CONTROLS

Most movement and actions are equivalent between Shay’s time and today. The main difference is in a little bit of technology.

OPEN OR CLOSE TABLET

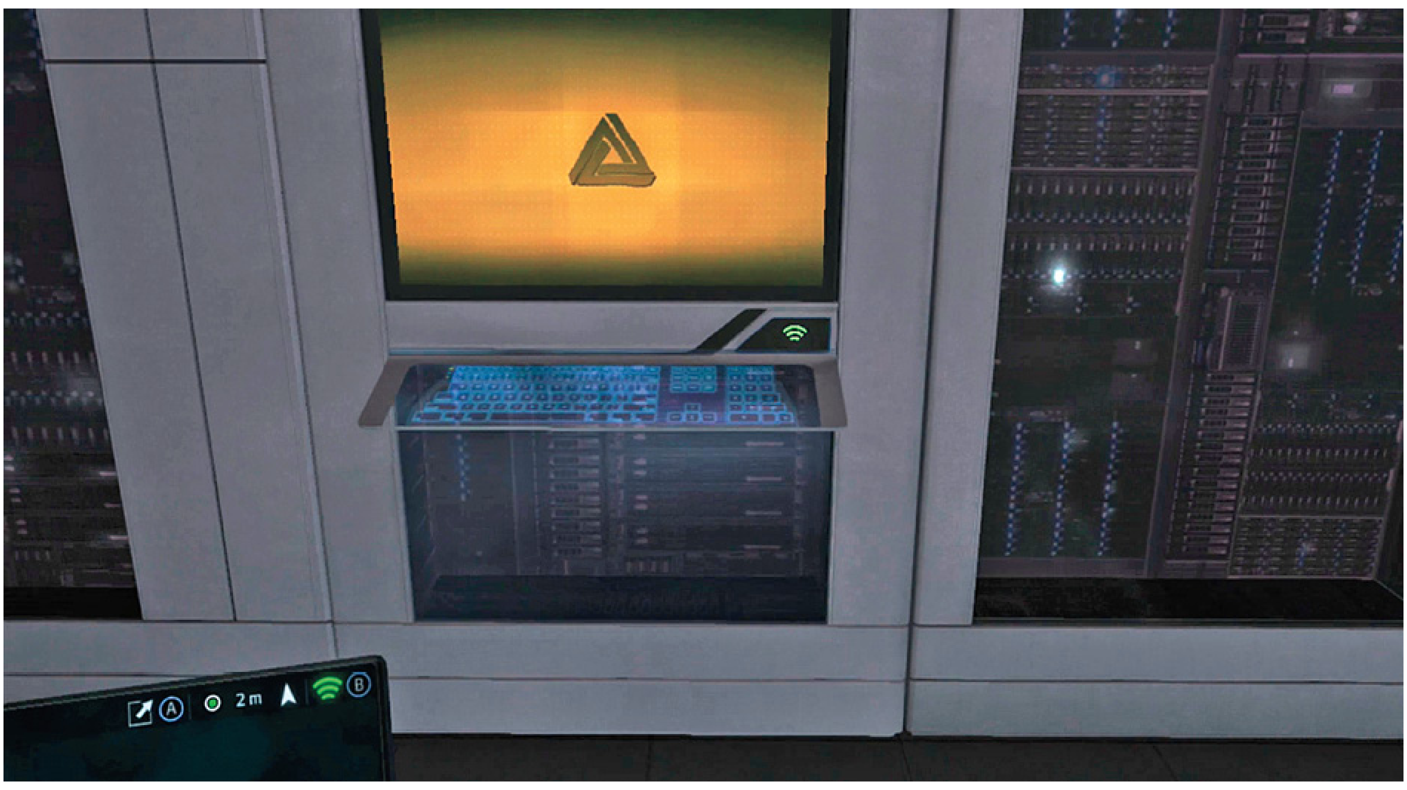
Use this to check on your tablet.



restore the CCO floor server

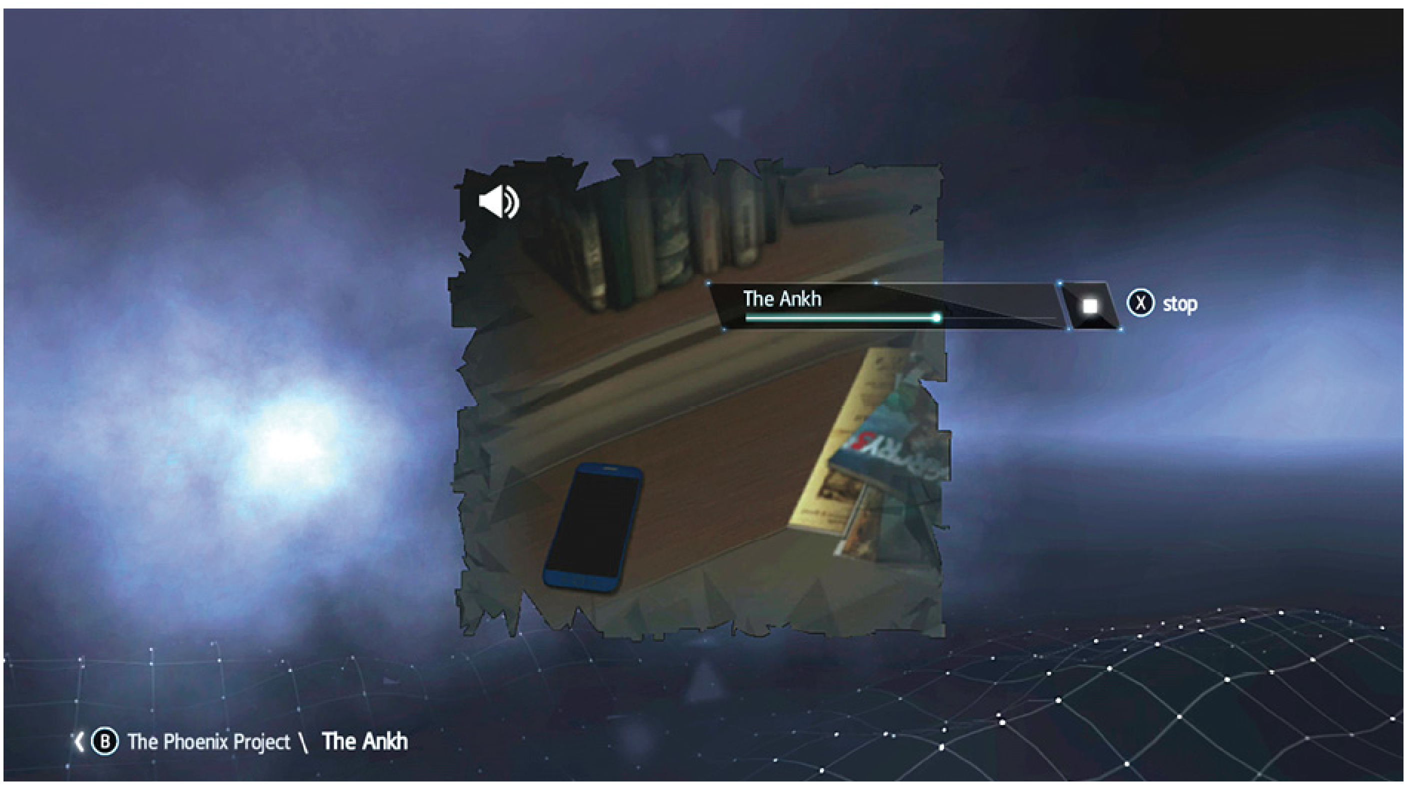
TABLET INTERACTION

Your tablet can control devices remotely. Use this to fix computers, access files, and get around the building.



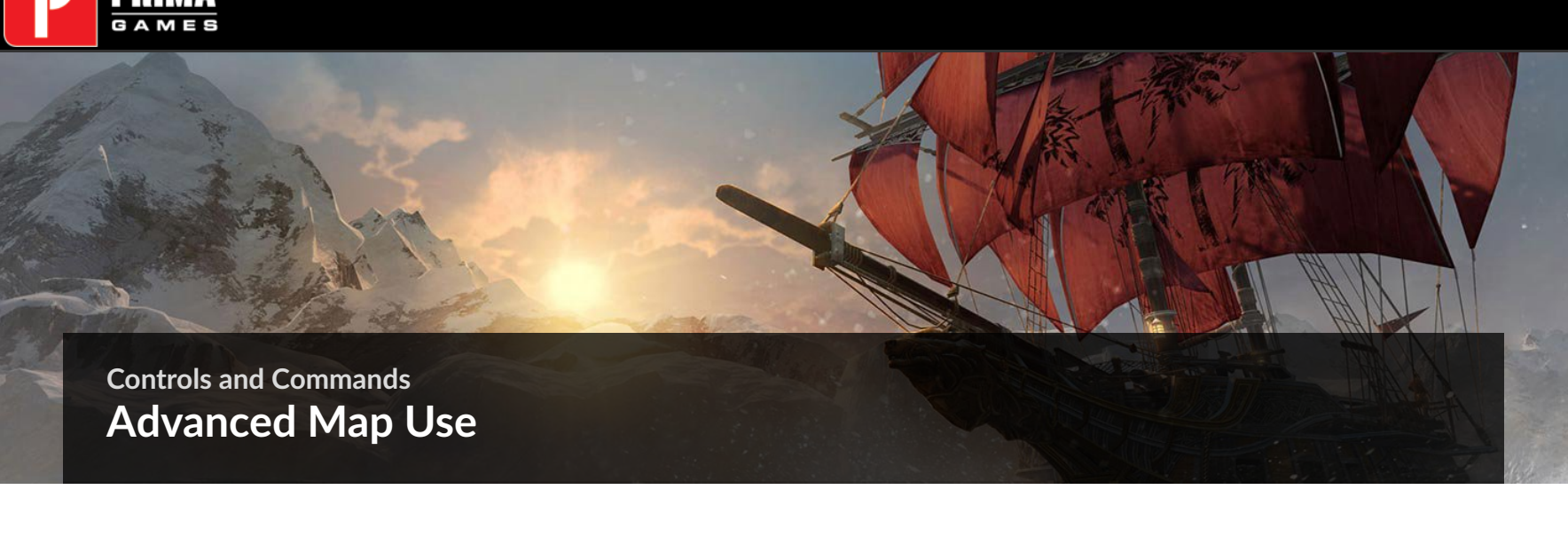
ACCESS MY FILES

Find out what you’ve learned so far by reading through files.



CONCEPTS

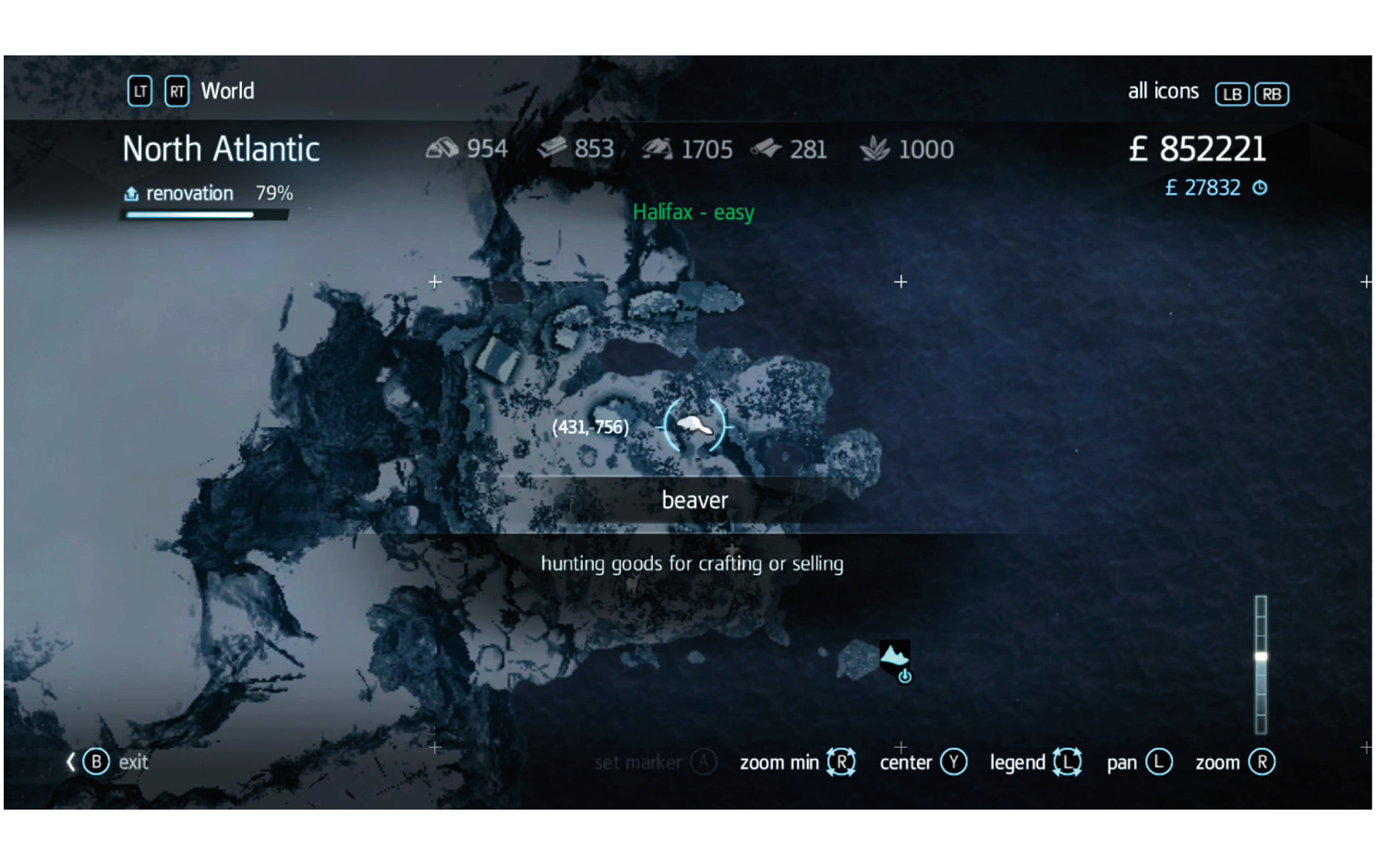
You have a strong understanding now of the game’s interface, buttons, and commands. You’re pretty much ready to play, but newcomers to the series should read the concepts below to make sure they understand how to play the game. Veterans can hop right in if they choose.

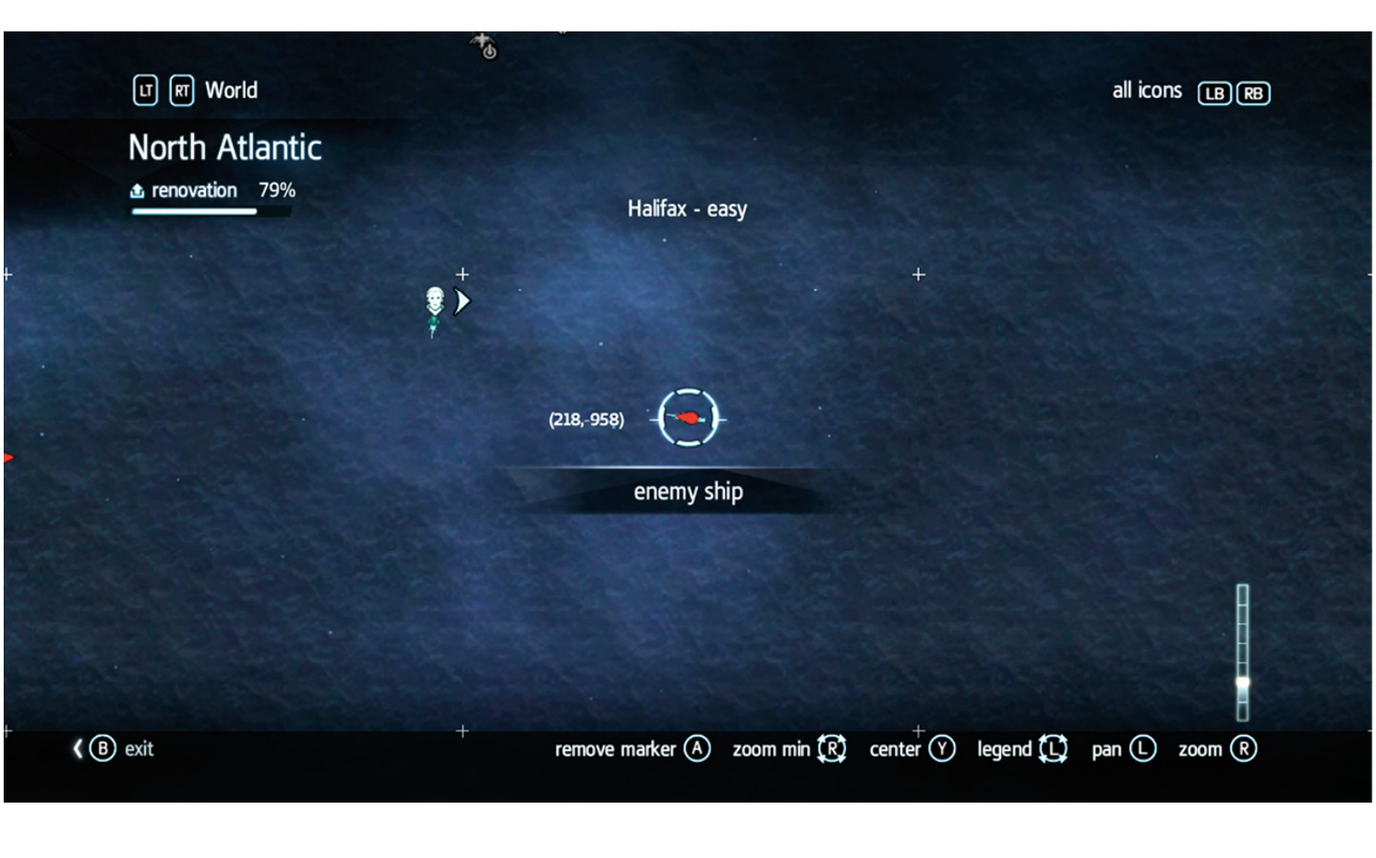


ADVANCED MAP USE

Assassin's Creed Rogue has such a strong map system that it's worth taking a little more time to explain it. The main map and your minimap show everything important that Shay can find or collect, but they have a maximum range for revealing nonstory items. Get Shay closer to targets to reveal them on the minimap, and zoom in on the main map to show everything that you're looking for.

For example, go to your main map and zoom out. Notice that nonessential items disappear at a specific point as you zoom out. When hunting for items, keep the map a bit closer in so this doesn't happen





When navigating through the main map, you should see coordinates. These are often unimportant, but they come up when you're hunting for Templar relics. A couple dozen maps are hidden throughout the world, and each of these has a picture and a set of coordinates. Use that and the map's coordinate system to locate these buried pieces of treasure.

Another fun tool for collecting items is to use waypoints of your own. Go to the main map and highlight the area or item that you want to find. Click on that and create your own waypoint. This brings it up on Shay's screen when he's moving around so that it's amazingly easy to find. Do this to quickly locate collectible items or fun locations. This makes it much easier to find the Templar relics. Go to the coordinates that the map indicates, create your own waypoint, and then guide Shay right there to get the prize.

Finally, look at the map legend and learn as many of the icons as you can. You don't need to memorize every animal that's out there, but many of these symbols are common throughout the game and let you figure out what you're looking for without wasting any time.

HUD ICONS

ICON	NAVAL
	Round Shot (cannon)
	Heavy Shot (cannon)
	Puckle Gun
	Mortar Shot (cannon)
	Explosive Shot (cannon)
	Sail - Stopped
	Sail - Half-Sail
	Sail - Full Sail
	Crew
	Harpoon
	Mines
	Burning Oil

These icons appear in the Naval HUD

ICON	TOOLS
	Smoke Bomb
	Sleep Grenade
	Shrapnel Grenade
	Berserk Grenade
	Throw Money
	Sleep Dart (air rifle)
	Berserk Dart (air rifle)
	Firecracker Dart (air rifle)
	Pistol
	Rope Dart
	Map Cases
	Throwing Knife
	Sing
	Shut Up
	Gas Mask

ICON	WEAPONS
	Unarmed
	Dual Hidden Blade
	Sword Dagger(normal weapon)
	Heavy weapon (axe) (guards)
	Musket(guards)
	Sword(guards)

These icons appear on the Weapon Quick Select interface and in Shay's HUD

ICON	ANIMATED (COOLDOWN)
	Loot / Dig
	Sleep Bullet / Grenade / Barrel
	Sleep ImmuneBullet / Grenade / Barrel
	Berserk Bullet / Grenade / Barrel
	Berserk Immune Bullet / Grenade / Barrel
	Brute Bomb
	Agile Smoke Bomb
	Lock Pickable Door

ICON	NOTORIETY
	Notoriety
	Shay Assassin
	Shay Templar

ICON	NOTIFICATIONS
	Inventory + Economic Updates
	Animus Database
	Abstergo Computers
	Contextual Tutorials
	Crafting Update
	Fleet Missions Update
	Fast Travel
	Progress Tracker
	Clue
	Abstergo Challenge
	Community Challenge
	Animus Training

MAP ICONS

ICON	LOCATION STATES
	Animals
	Berserk
	Key Carrier
	Bell Ringer
	Mines
	Save Citizens
	Skinnable Dead Animal
	Harbor Master
	Ship/Guards Hunter
	Enemy Ship
	Morrigan
	Courier
	Naval Convoy
	Survivor
	Clash
	Gunner
	Gang Gunner
	Rogue Wave
	Legendary Battle
	Most Legendary Battle

ICON	OBJECTIVES
	Target - KILLEnemy Ship (NAVAL)
	Target - DON'T KILLTail Eavesdropping markers
	AllyAllied Ship (NAVAL)
	Destination
	Secondary Target KILLTemplar Fort CommanderPowder Reserve
	Assinate Target
	Powder Keg
	Tagged

ICON	LOCATION
	Undiscovered
	Visited
	Fast Travel Enabled
	Undiscovered Land
	Fischerman House
	Cave / Native Hills
	Shop
	Tavern (unavailable)
	Tavern Locked
	Tavern Enabled
	Viewpoint (RHP)Unavailable
	Viewpoint (RHP)Naval Viewpoint
	Dock
	Crew
	Shipwreck
	Supply Camp
	Supply Camp Crate
	Native Totem
	Interception
	Settlement Friendly
	Settlement Unfriendly
	Fort
	Pass Through
	Hiding Spots
	Row Boat
	Beacon
	Save Citizens
	Alarm Bell
	Warehouse
	Warehouse (unavailable)
	Shop (location)
	World Gate
	Tower
	Hidden Locations
	Renovation
	Abandoned Ship
	Friendly HQ
	Unfriendly HQ
	Player's HQ
	Cave Paintings
	Templar Armour

ICON	POINT OF INTEREST
	Quest Items
	Collectables
	Activities

MAP ICONS

ICON	LOCATION (CONT.)
	Minigames
	Outpost
	Wood
	Metal
	Stone
	Cloth
	Boarding
	Water Spout
	Buried Reward Location
	James Gunn Arms
	James Gunn Outfit
	Native Armour

ICON	COLLECTIBLES
	Treasure ChestsUnderwater ChestFloating Chest (dead ship)
	Animus Fragments
	Songs
	Naval Drop
	Ammo Crate
	Secret
	War Leters
	Templar Maps
	Viking Outfit (runes)
	Viking Outfit (final)
	Prosperity Fragment

ICON	SPYGLASS FACTIONS
	British
	French
	Gang
	No Faction

ICON	MISSIONS
	Main Mission
	Templar Fleet Treasure
	Save Citizens
	Fleet Battles
	Mission Constraint
	Prisoners of War
	Clash / Naval Clash
	Fort
	Cave
	Hunting

MENU ICONS

ICON	RESOURCES
	Wood
	Metal
	Stone
	Cloth
	Money
	Tobacco

ICON	PROGRESS TRACKER
	Main Memory
	Side Memory
	Collectibles
	Activities

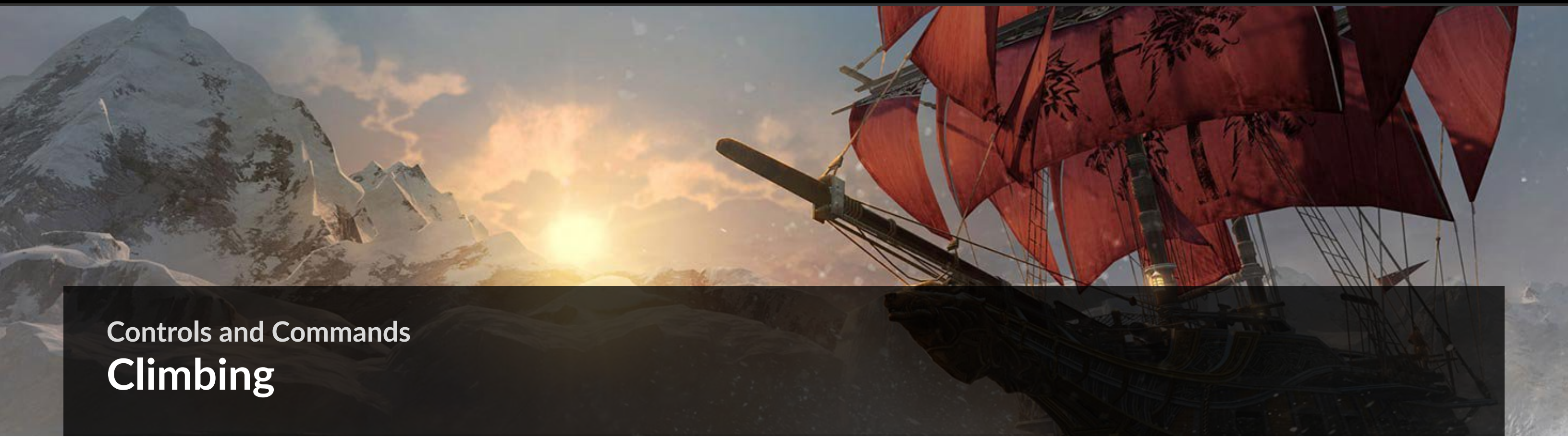
ICON	PRESENT DAY
	Door Opened
	Door Closed
	Computer
	Computer
	Elevator
	Player
	Servers
	Security
	Cubicle

ICON	ANIMALS
	Deer
	Bear
	Wolf
	Black Wolf
	Arctic Wolf
	Beaver
	Fox
	Arctic Fox
	Polar Bear
	Elk
	Rabbit
	Arctic Rabbit
	Lynx
	Narwhal
	White Whale
	Humpback Whale
	Killer Whale
	Great White Shark

ICON	RETICULE
	Reticule

ICON	SHIPS (TOP DOWN VIEW)
	Morrigan
	Gun boat
	Schooner
	Brig
	Frigate
	Man o' War

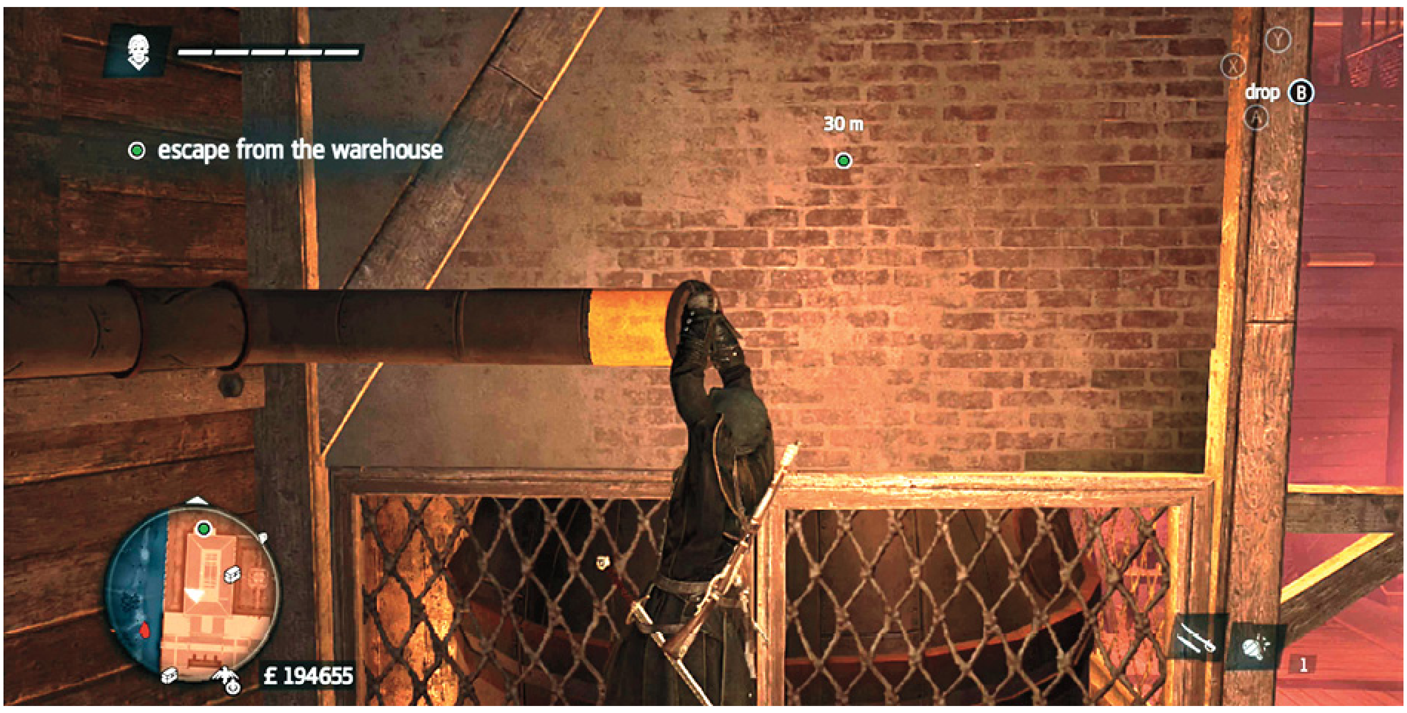
ICON	SHIPS (SILHOUETTE)
	Gun boat
	Schooner
	Brig
	Frigate
	Man o' War



CLIMBING

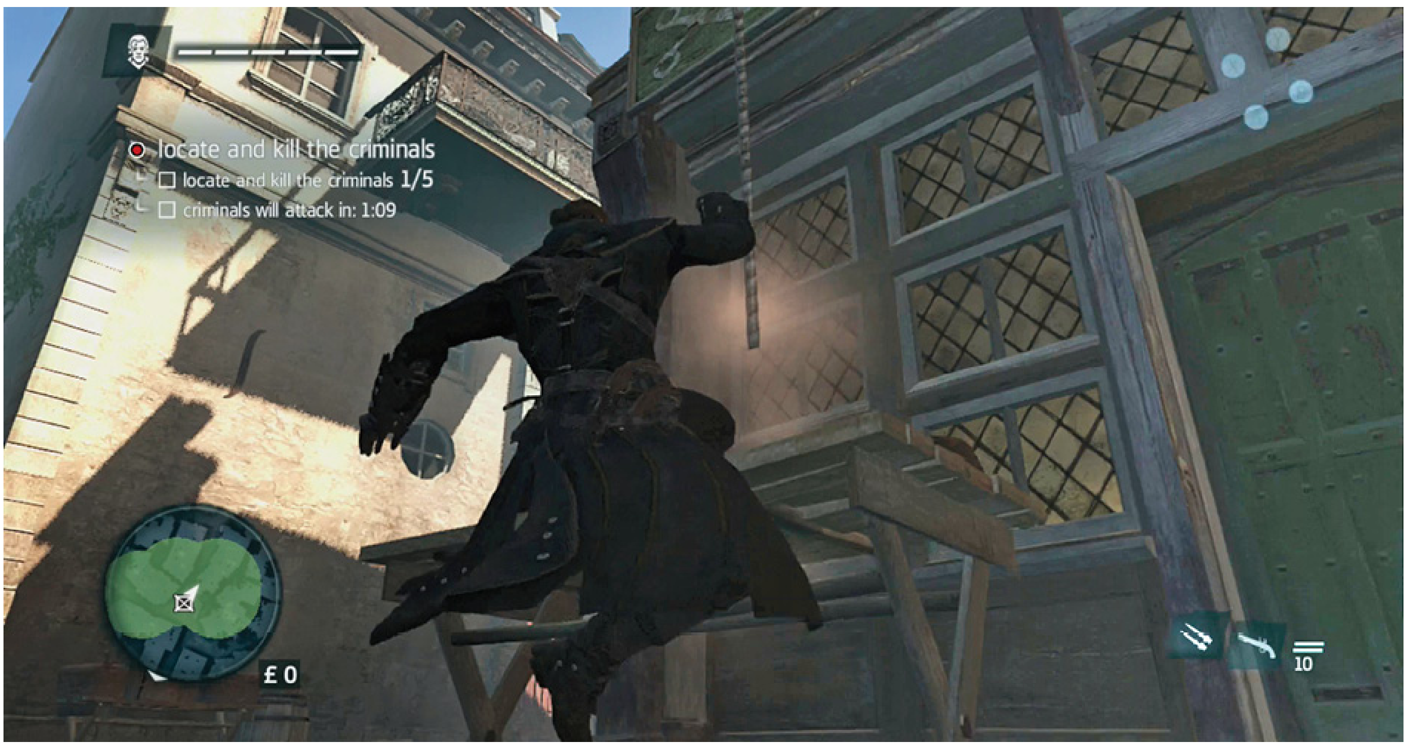
To avoid guards and get through enemy territory, Shay spends a lot of time climbing. There is almost always a way to get through each region by climbing trees or buildings. Get up high and use the superior vantage point to avoid patrols, spot targets, and plan your attacks.

The Free Run button is also your climbing tool. Hold it down and direct Shay toward any wall or tree. If that object is climbable, Shay will automatically jump onto it. Press up on the left control stick to climb, use left or right to shimmy along ledges, or hold it down when trying to gently climb down off of something rather than leap.

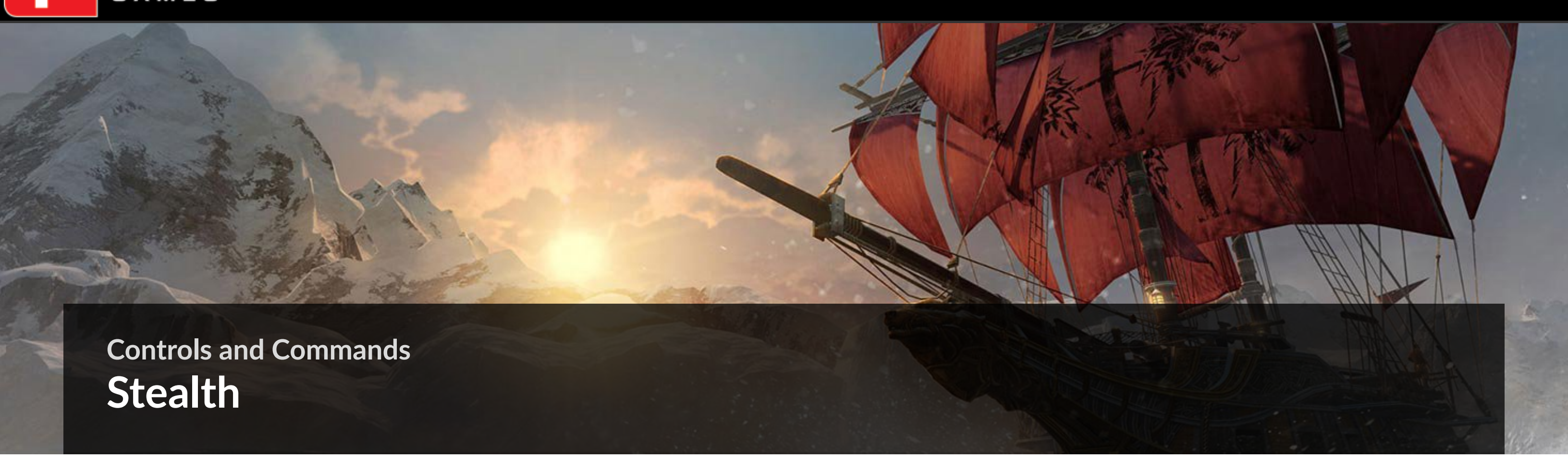


Loose tiles, bricks, ledges, thick stones, tree branches, and splits in trees are all climbable. Once you see the types of objects that Shay grabs, it gets easier to figure out where you can climb and where you can't. Try everything out when you're getting a feel for the game, and then rely on that knowledge during more intense scenes to plan a path for escapes and clever attacks.

Certain pulleys let you get higher up very quickly. Ships often have these by the masts, but you find them in New York as well. Look for these ropes; they'll often have a periodic glow to show that there is something special about them. Free Run into pulleys like this to activate them.


locate and kill the criminals
☐ locate and kill the criminals 1/5
☐ criminals will attack in: 1:09
£ 0
10

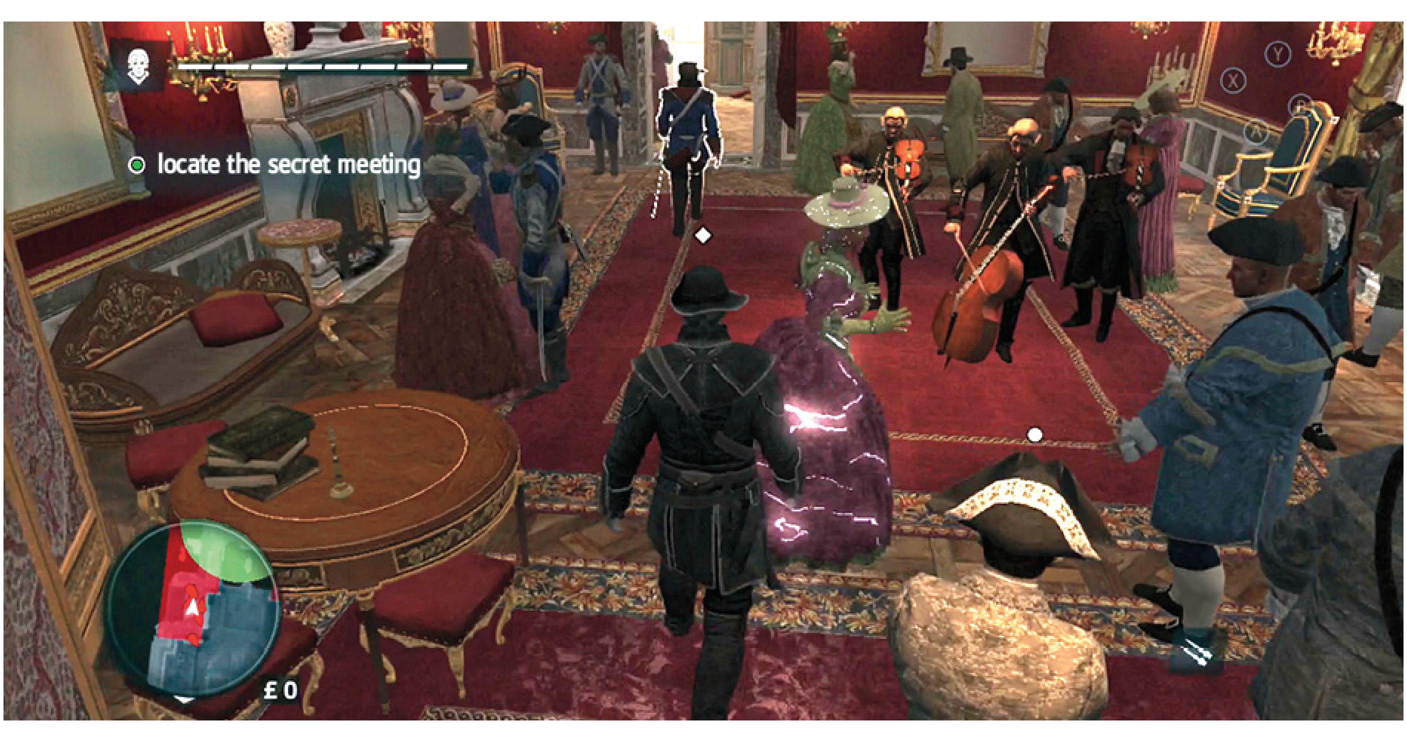
The Counter button is used to descend onto a ledge. Tap this if you're near an edge to immediately climb down and hang from it. Keep tapping the button to drop from these handholds, but push toward the climbing surface if you'd like to grab hold again on the way down. Shay won't take falling damage if he finds a handhold (his fingers are like iron).



STEALTH

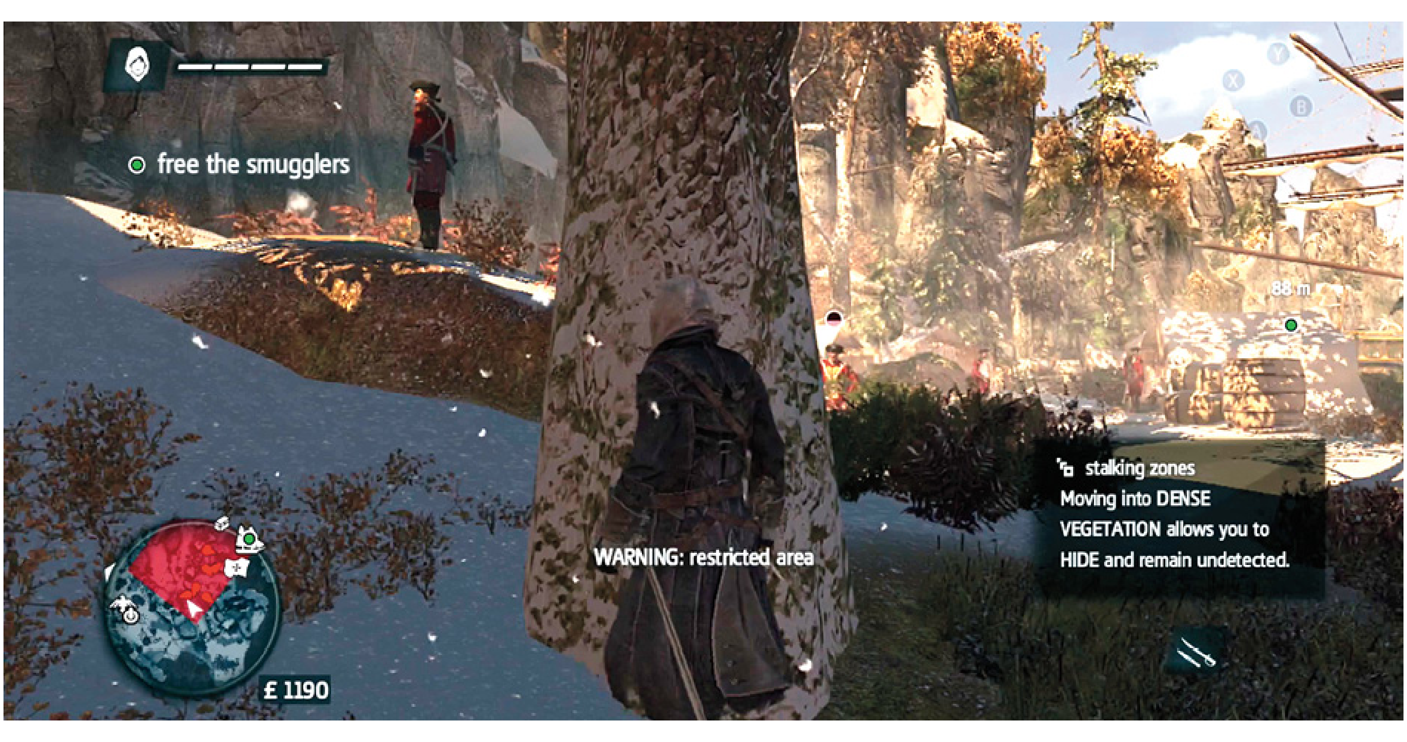
There are two major aspects of stealth in this game. One way to avoid contact with enemies is to avoid being seen. Guards aren't going to attack someone they can't find or detect, right? Enhance your stealth by staying at long range, using trees and rooftops to keep yourself above guards, and using brush or other forms of cover to hide.

The other method of stealth is to hide in plain sight. High-profile actions, like running around and pushing people out of your way, will draw tons of attention. Low-profile actions, like moving slowly and standing near innocent people, let you chill out while guards walk right past you.



No matter which method of stealth you use, it's useful to watch the guards. The game lets you know about each enemy's level of alertness. They'll have a yellow icon over their heads if they see something strange. A circle fills as the guard gets even more curious. If it gets all the way up, that guard is going to take action.

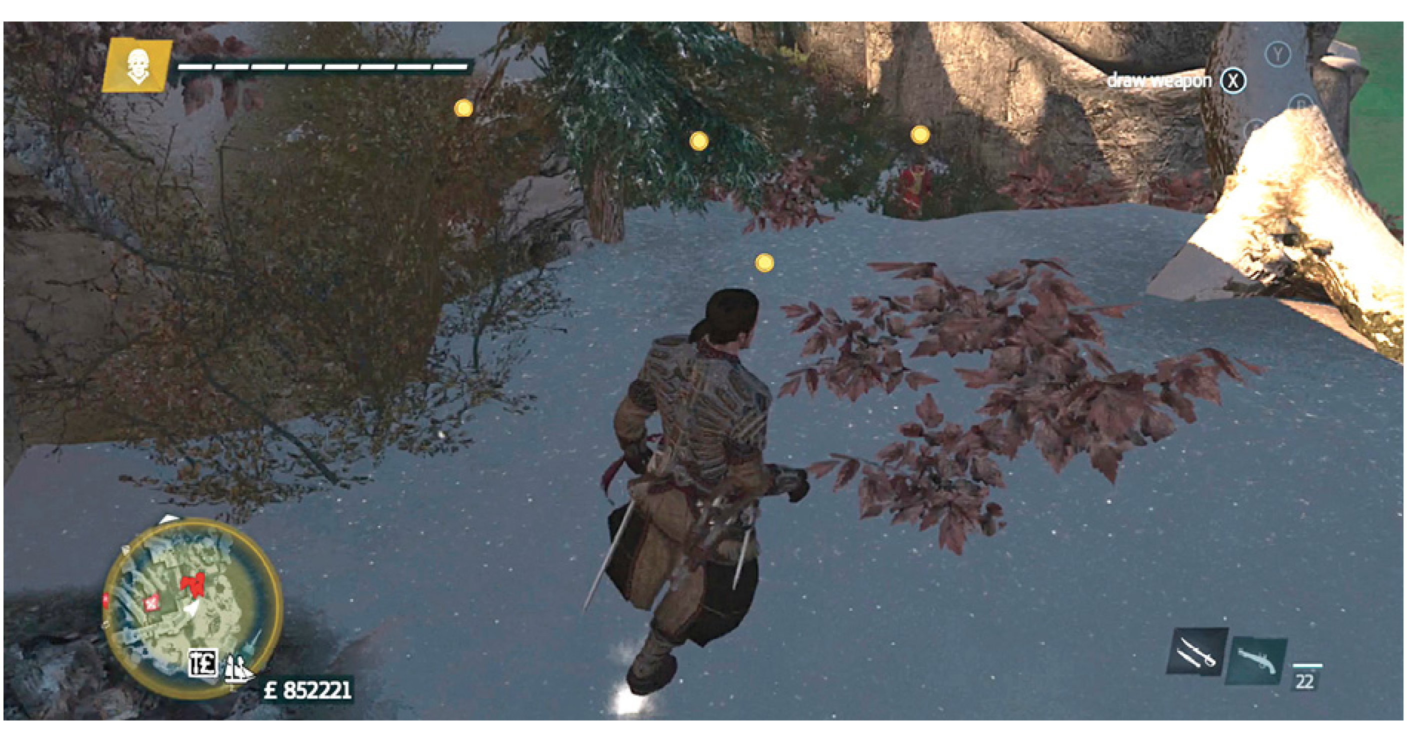
A red circle is even more ominous. This happens when a guard sees you and is entering an aggressive state. If the circle fills up, they'll attack you instead of investigating the situation.



Moving into DENSE VEGETATION allows you to HIDE and remain undetected.

The more obvious your actions are and the closer the guard, the faster those circles fill. At really close range, you can be detected in well under a second. At long range, there is enough time to notice, react, and move to cover. That's your best bet if you aren't close enough to kill the guard; walk toward cover to break line of sight with the enemy. They'll lose interest if you do this quickly enough.

Guards who see bodies or suspicious activity will usually approach the area where they last saw trouble. They'll stick around for a while before losing interest. Either way, wait for them to return to their usual spots or take advantage of the fact that they've left their posts. Slip past them by going the long way around, and sprint once you're safe to quickly leave the location.

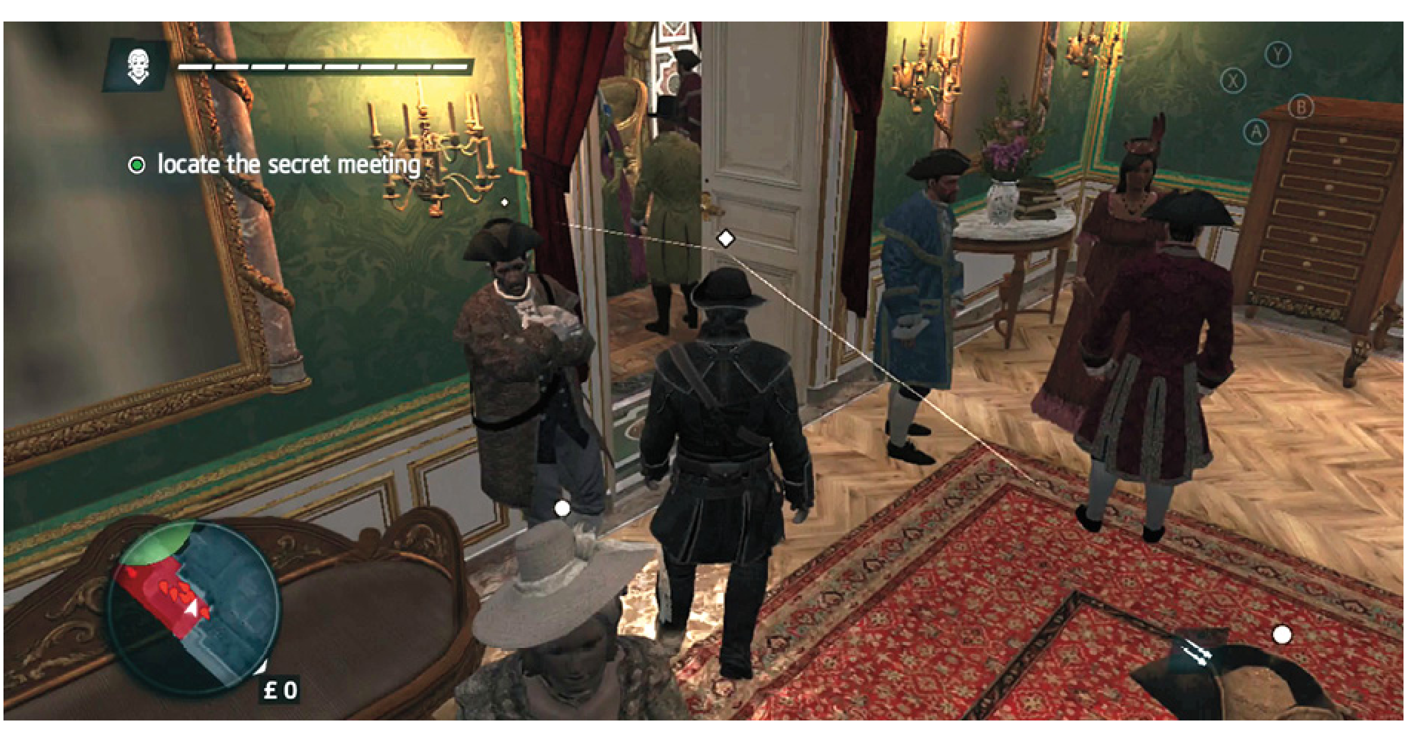


When you're trying to move quickly but are being watched, use a fast walk instead of a sprint. Sprinting is always high profile, and any alert targets will get nervous about that (if they're already looking for you or are watching a restricted area).

Because guards don't have great peripheral vision, you can frequently walk beside them and stay unnoticed. This is also effective when approaching to kill them. You can walk up to their side and assassinate them without much delay. In a pinch, you can even sprint toward a target to kill them before they're able to react. This is risky because their alert status won't take long to trigger, but it's viable when you really know what you're doing.

BLENDING

It was already mentioned that you can hide around other people by keeping your actions low profile. There is a system in place to let you know when this is working. Look over people's heads when you're standing near civilians. A white diamond appears over people who you are blending in with. Guards won't worry about someone who looks like he's listening to his buddies. Hang out near civilians to give patrolling guards a chance to walk past you.

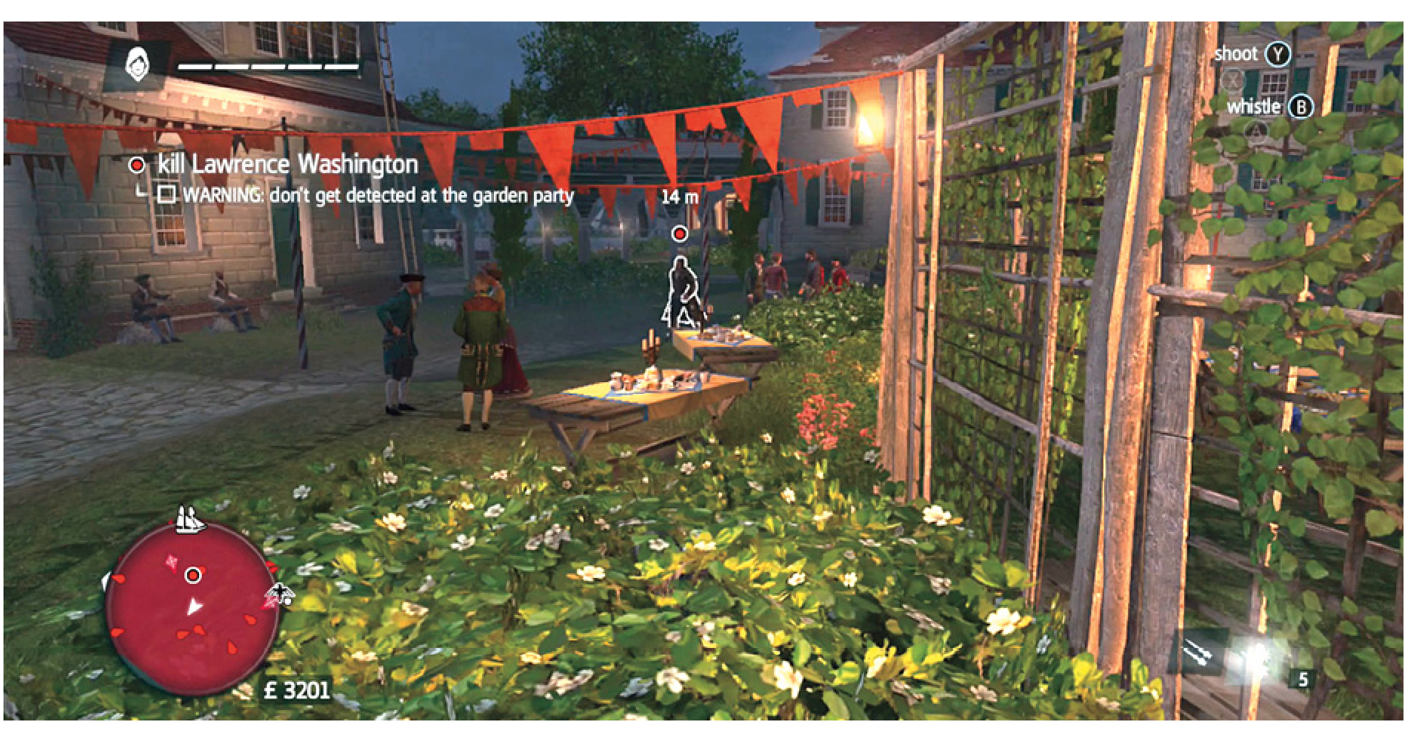


Don't pick anyone's pockets, sprint, or make aggressive actions while blending. That's a sure way to get attention and ruin your stealthy cover.

HIDING

If you're going to be an Assassin, learn how to hide. There are several useful types of hiding spots in the game. Corners let you observe the areas ahead of Shay without stepping into anyone's line of sight. There's a good start, but you can do even better than that.

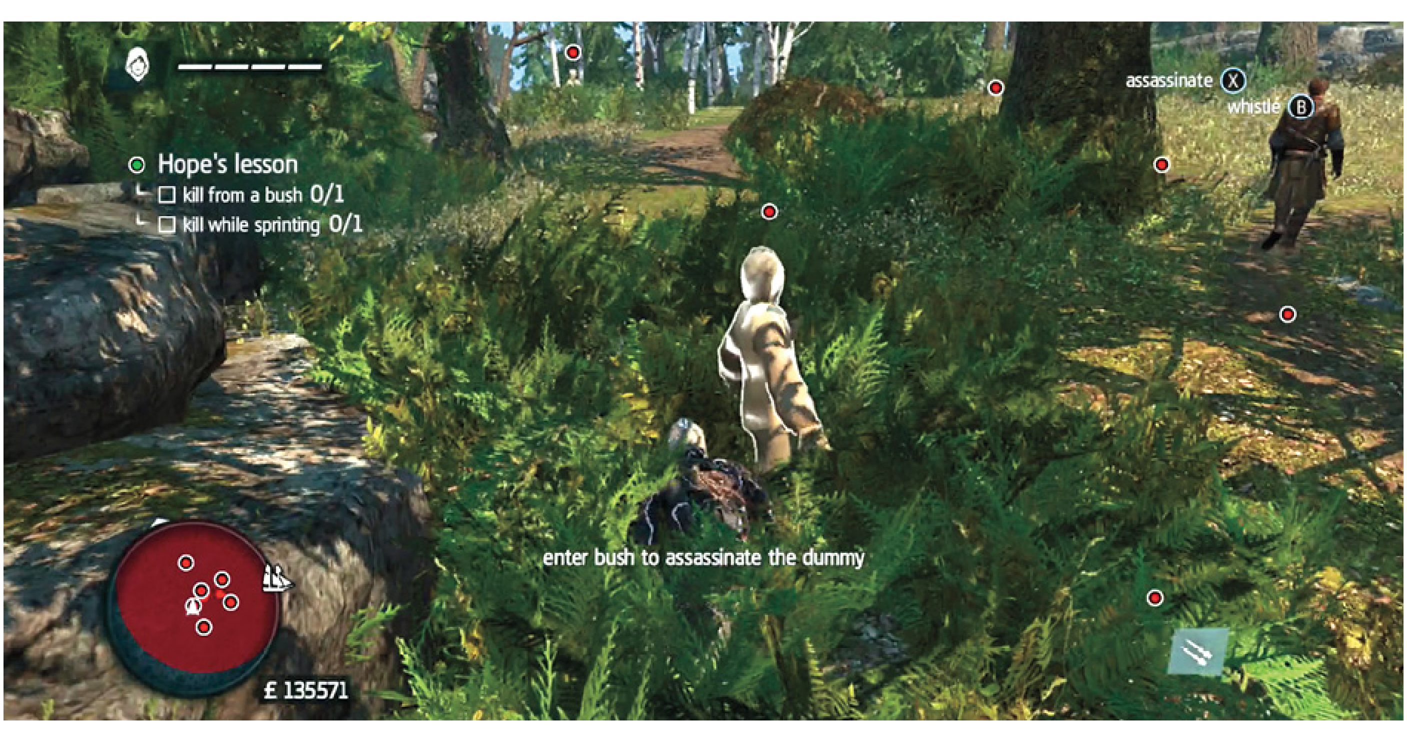
Leaves, hay, and snow are all places where Shay can conceal himself. These don't work if hostile targets see you jumping into the cover, so make sure that you only do this when no one is around.



kill Lawrence Washington
☐ WARNING: don't get detected at the garden party

If you're looking on the map, hiding spots appear as blue dots. That lets you know where to go quickly if things are starting to turn against you.

Use hiding spots offensively and defensively. Hide in cover that is next to a guard's patrol path. Wait for the guard to get close to your cover, and then tap the Assassination button when it becomes available. Shay moves out of the cover, kills his target, and often won't be seen unless another guard is looking right at that location when you make the attack.



Hope's lesson
☐ kill from a bush 0/1
☐ kill while sprinting 0/1

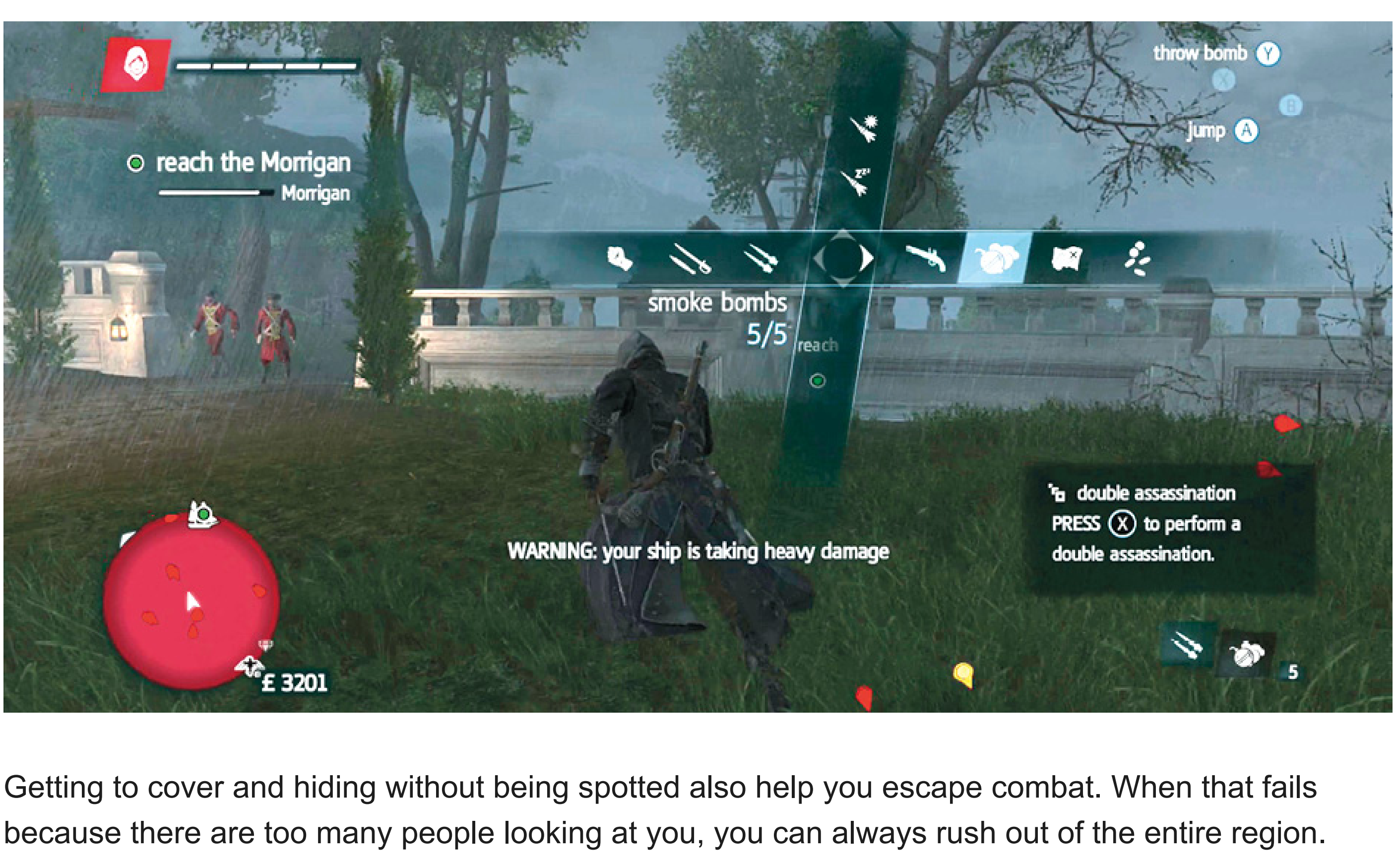
Bushes act as stalking zones. They're similar to cover in that they break enemy line of sight and allow you to hide while observing the nearby area. You can still launch assassination attacks from them, but there is one extra advantage: You can also use ranged attacks in brush. Line up pistol shots, use Sleeping Darts, or even launch a grenade if you have to. All of these are possible while you're hiding in brush.

For a stealthy attack, use Sleeping Darts while in a stalking zone, and slip through the guard's area while he's unconscious. You don't even need to kill them.

GETTING AWAY FROM TROUBLE

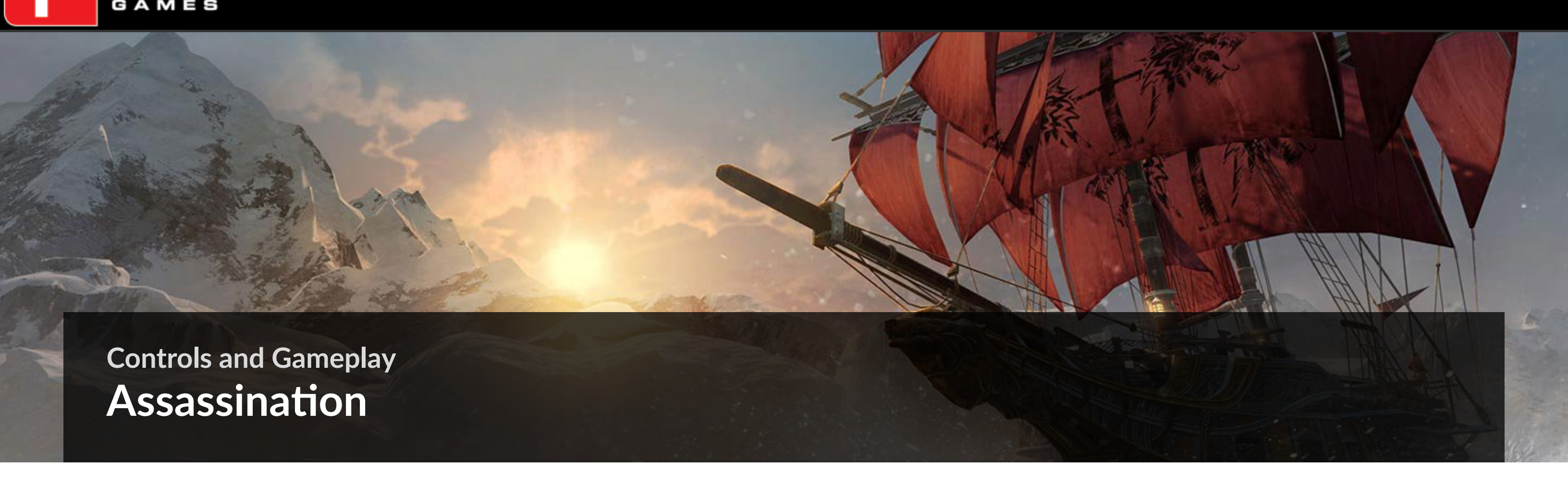
Guards who see through your stealthy approach become alert or even aggressive. Any allied guards who are close by are also given notice, and they'll join the hunt. Your minimap turns yellow when this happens, and you have to either kill the people responsible to reset the alarm or flee from the targets until they give up.

Smoke Bombs break line of sight and confuse pursuers. They're a great tool for nonlethal activity. You can also murder people while they're under the effects of Smoke Bombs, so they're nice tools to assist with lethal attacks too.



PRESS Ⓧ to perform a double assassination.

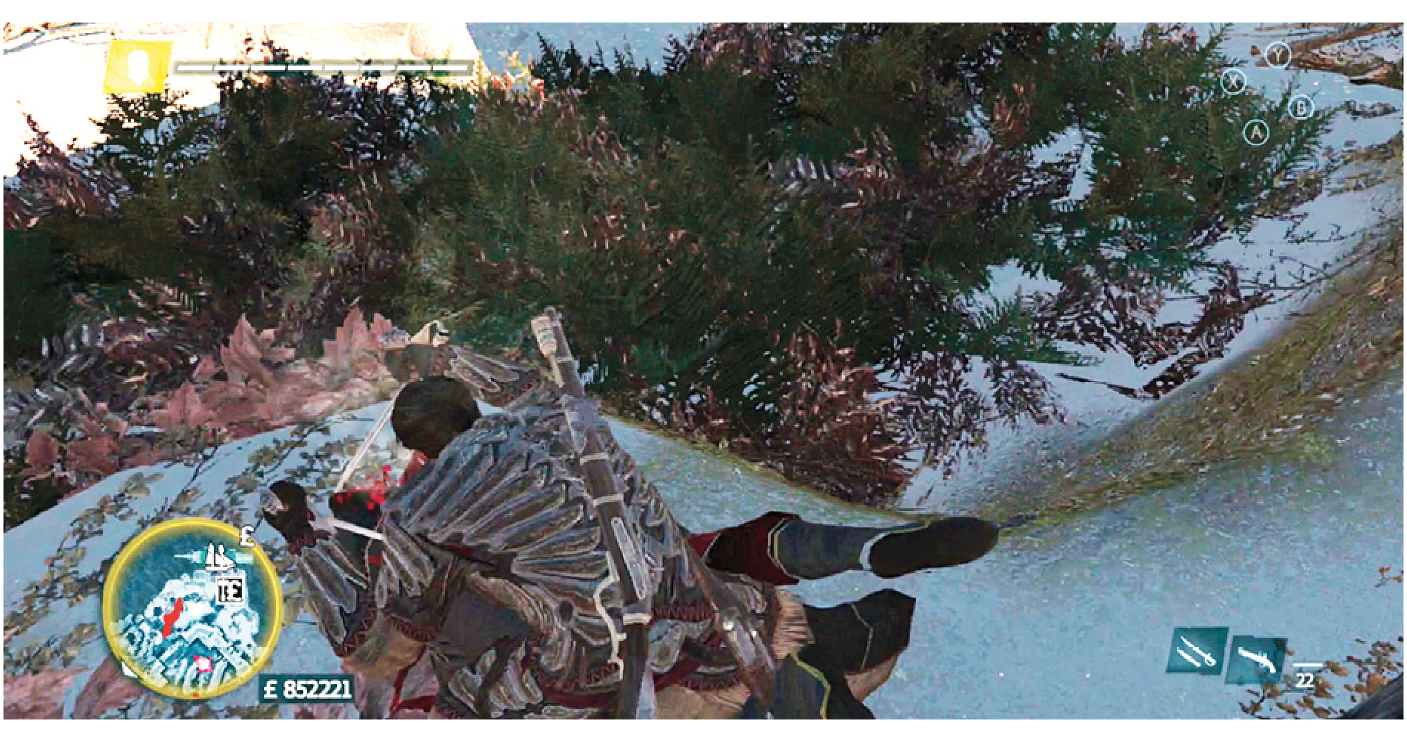
Getting to cover and hiding without being spotted also help you escape combat. When that fails because there are too many people looking at you, you can always rush out of the entire region. Shay is very fit and outpaces most of the guards chasing him. Run as fast as you can and leave the marked yellow pursuit area. Once you're outside of that, the alert resets and you can return to your business.



Assassination

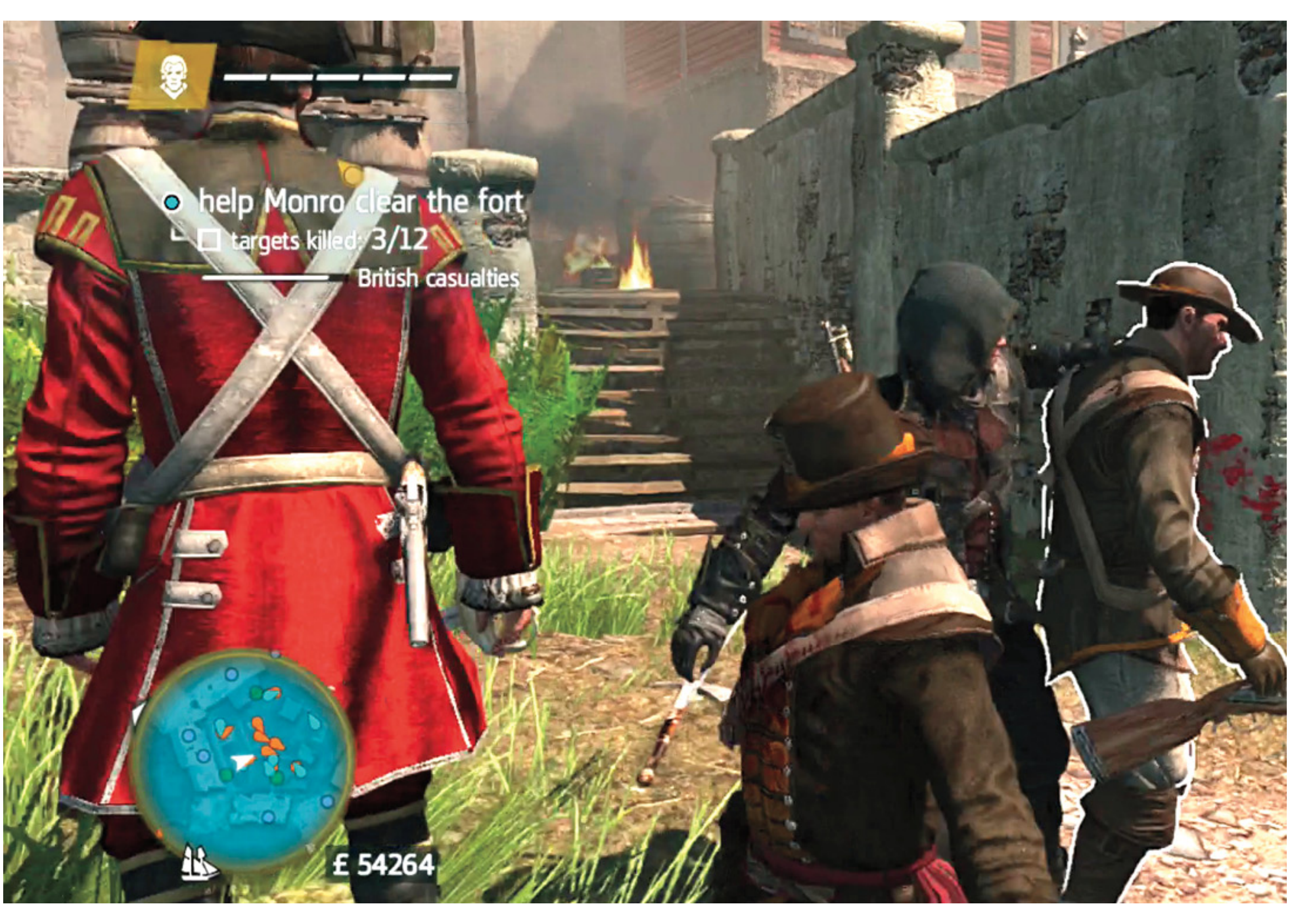
ASSASSINATION

Guards can't sound an alert if they're dead. You don't have to use stealth all the time, and violence is certainly a good option for Assassins. Attacks that you make against unwary opponents are amazingly powerful. You can instantly kill anyone in the game if you attack them before they get their weapons ready. Side attacks, back attacks, aerial attacks, and even a stab from the front can score these instant kills.



Attack your victims from any angle if they aren't alert. Get close to the victim and tap the Assassination button when it becomes available.

When opponents have their weapons out, you need to move in from the back to seize that advantage. Back attacks perform assassination moves even when your victim is already alert and ready to fight. This frequently comes into play during ship battles because your sailors attack and distract the other ship's men. Use that distraction as a way to go from sailor to sailor, assassinating them any time they turn their back on Shay.

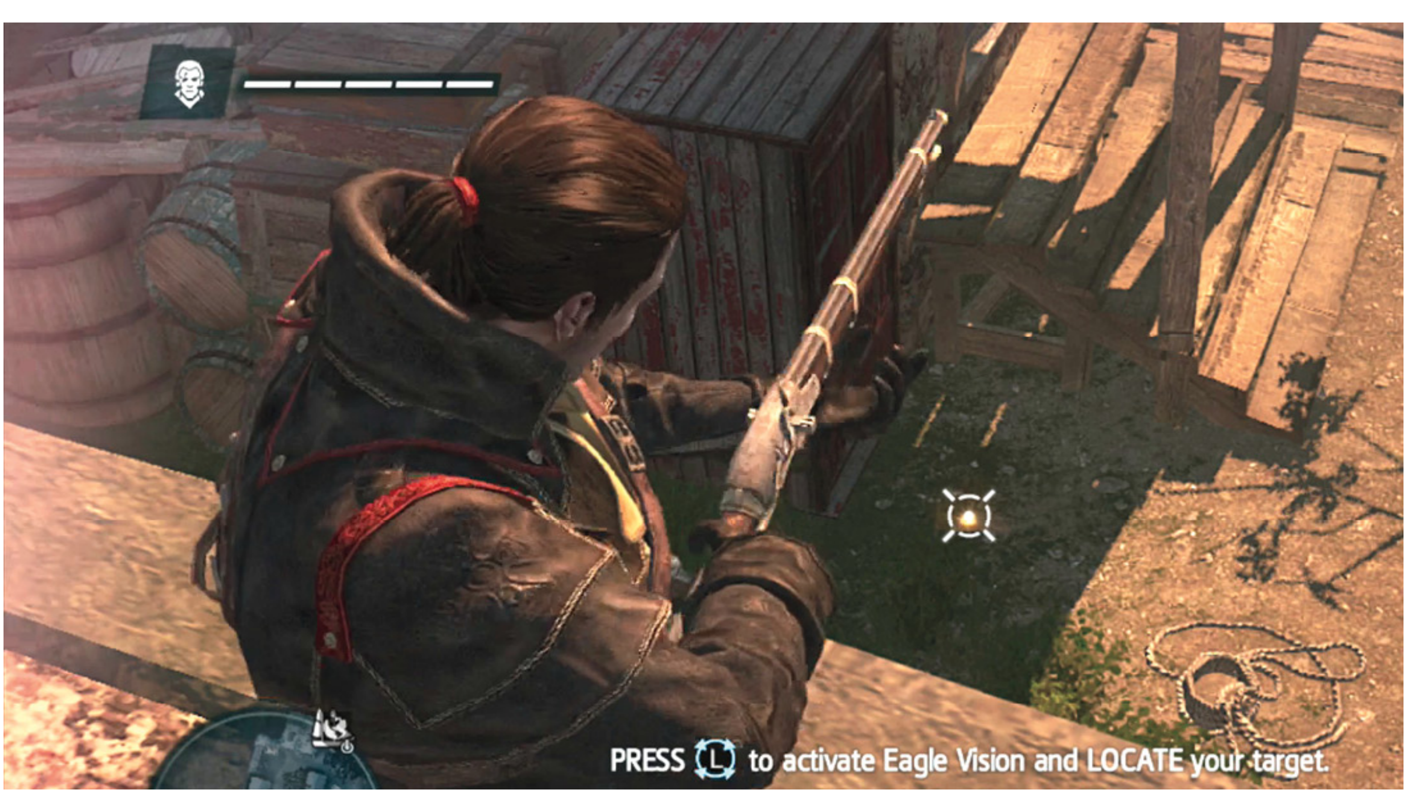


DISTRACTIONS

Whistling draws guards over toward your position. Use this to get patrollers near hiding spots so they can be killed and hidden without prying eyes being any the wiser.

Bodies get attention, too, so pick up and move bodies that are going to encourage guards to move close to your intended path. Or, leave bodies out so that guards move past you to investigate and then kill them from behind while they're distracted.

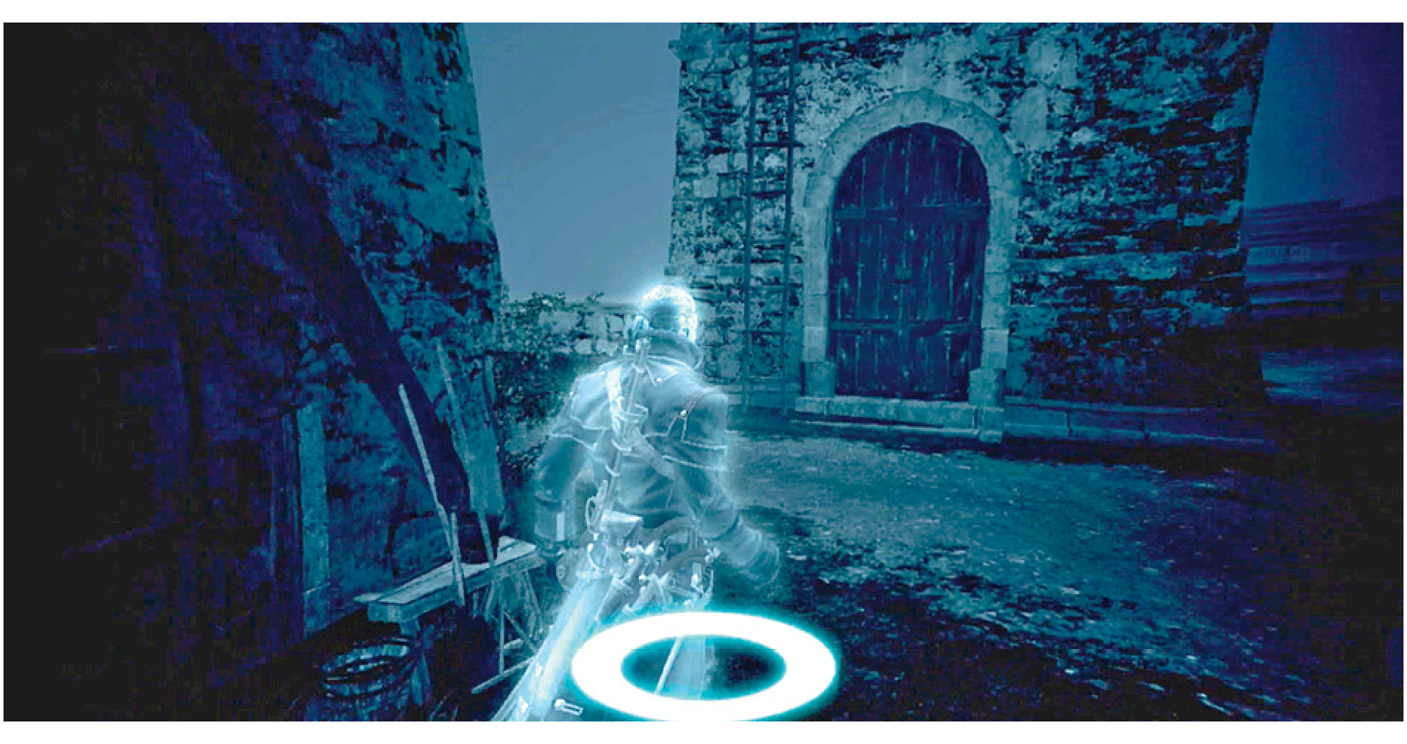
Firecracker Darts are another tool for distracting guards. These ranged devices cause enough noise to make guards notice them. When this happens, you're safe to slip off to somewhere else while they are distracted. These darts can also be used to blow up barrels of gunpowder that are found in ships or inside forts!



EAGLE VISION

Eagle Vision is a power that lets Shay see targets without many distractions. Important people show up in yellow, enemies appear in red, and points of interest turn whitish.

Use Eagle Vision to hunt animals in thick growth, to track VIPs on specific missions, and to help figure out guard patrol patterns. Once marked in Eagle Vision, guards and VIPs are quite a bit easier to locate. They'll even show up through walls for a fair amount of time.



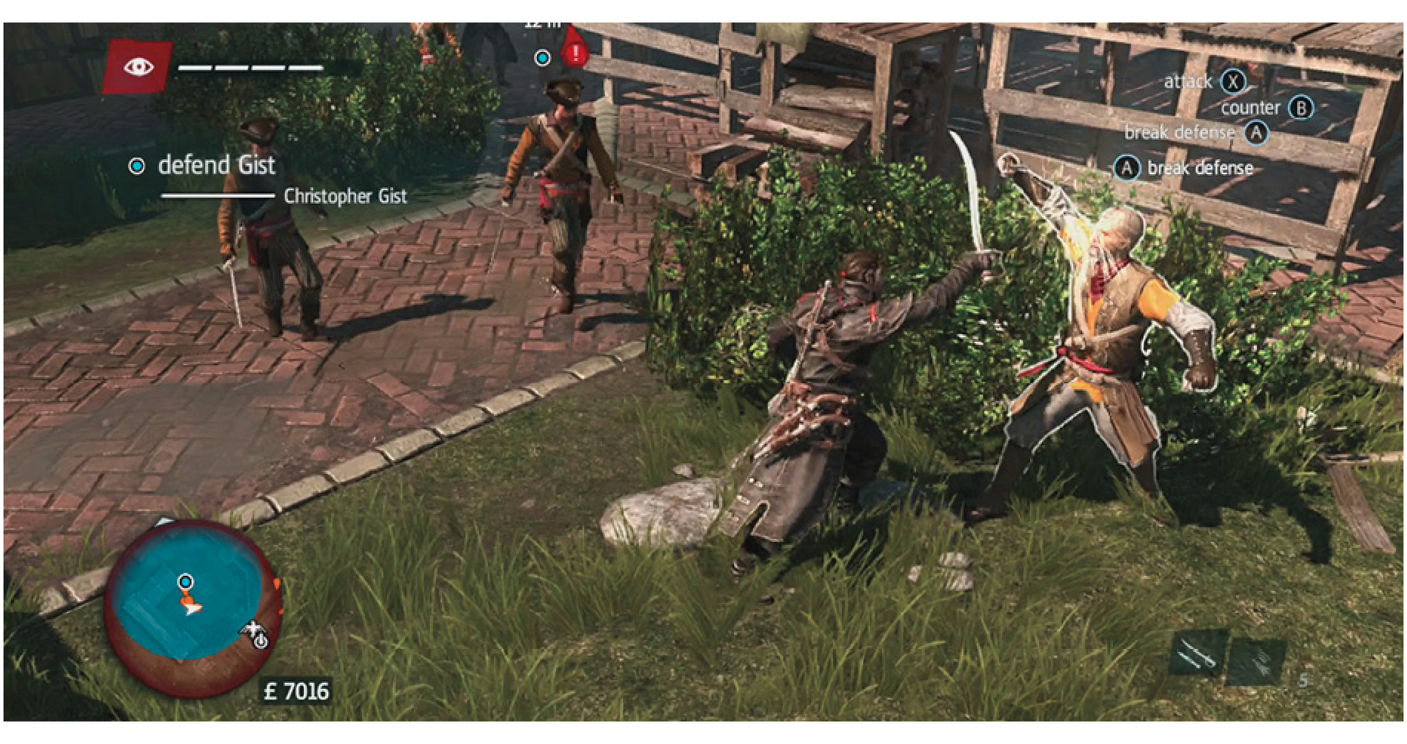
WEAPONS AND TOOLS

These are such vital pieces of Shay's arsenal that we've put them in their own chapter. Continue to the next chapter when you're ready to see all of Shay's deadliest weapons and tools.

SWORDFIGHTING

When assassinations fail, take to the sword to defeat larger groups of attackers. Outright combat is a slower option that only defeats weaker foes; you swing your weapon again and again and wait for the combo to build until a kill animation is triggered. Basic guards are easy to kill this way, but more experienced fighters can deflect or even counter your basic attacks.

The second tier of swordfighting is to master counters. Instead of making long series of weapon attacks, use patience as your weapon. Wait for an enemy to swing at you. When a small red icon appears over their heads, press the Counter button and then attack. This automatically kills many enemies. Counter followed by your Tool button provides even more options. When paired with the pistol, you gain a very deadly move.

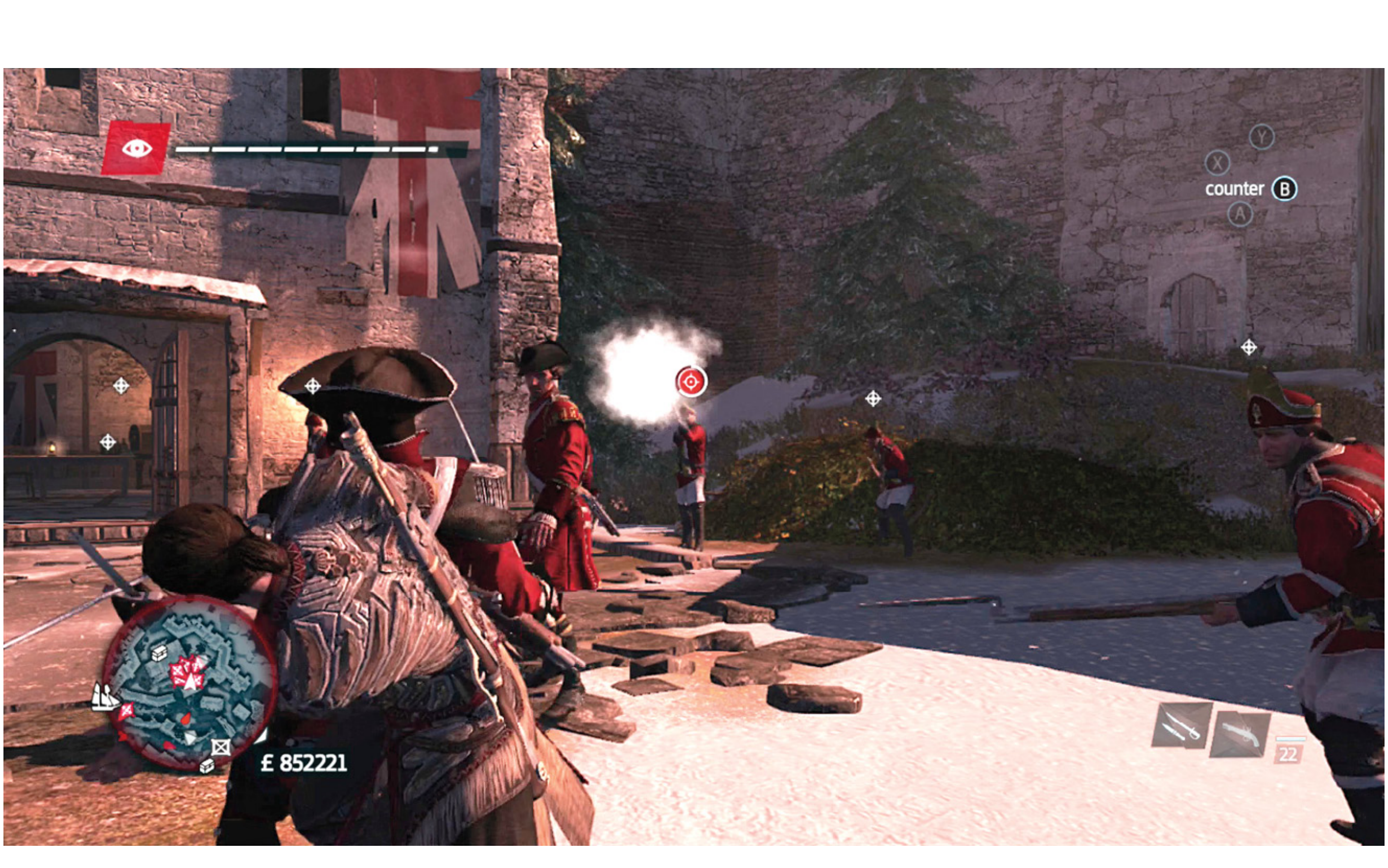


Extremely good opponents won't even let you counter them. They'll interrupt your counterattack before it kills them. For these foes, attack, press Break Guard when they parry you, and then attack again. This kills many of the stronger guard types that you come across.

Extremely good captains and enemies even stop you when you attack and then Break Guard. They'll counter Shay! To give them more trouble, wait for them to swing, then you counter, attack, Break Guard, and attack again. This sounds tricky, but it becomes very easy once you're used to the system.

For a beautiful blend of aggression, mix these techniques together. Use series of basic attacks to kill weaker guards in a group. Counter everyone who comes after you during this skirmish to score even more kills. Then attack, Break Defense, and attack the leaders who don't die from your counterattacks. I

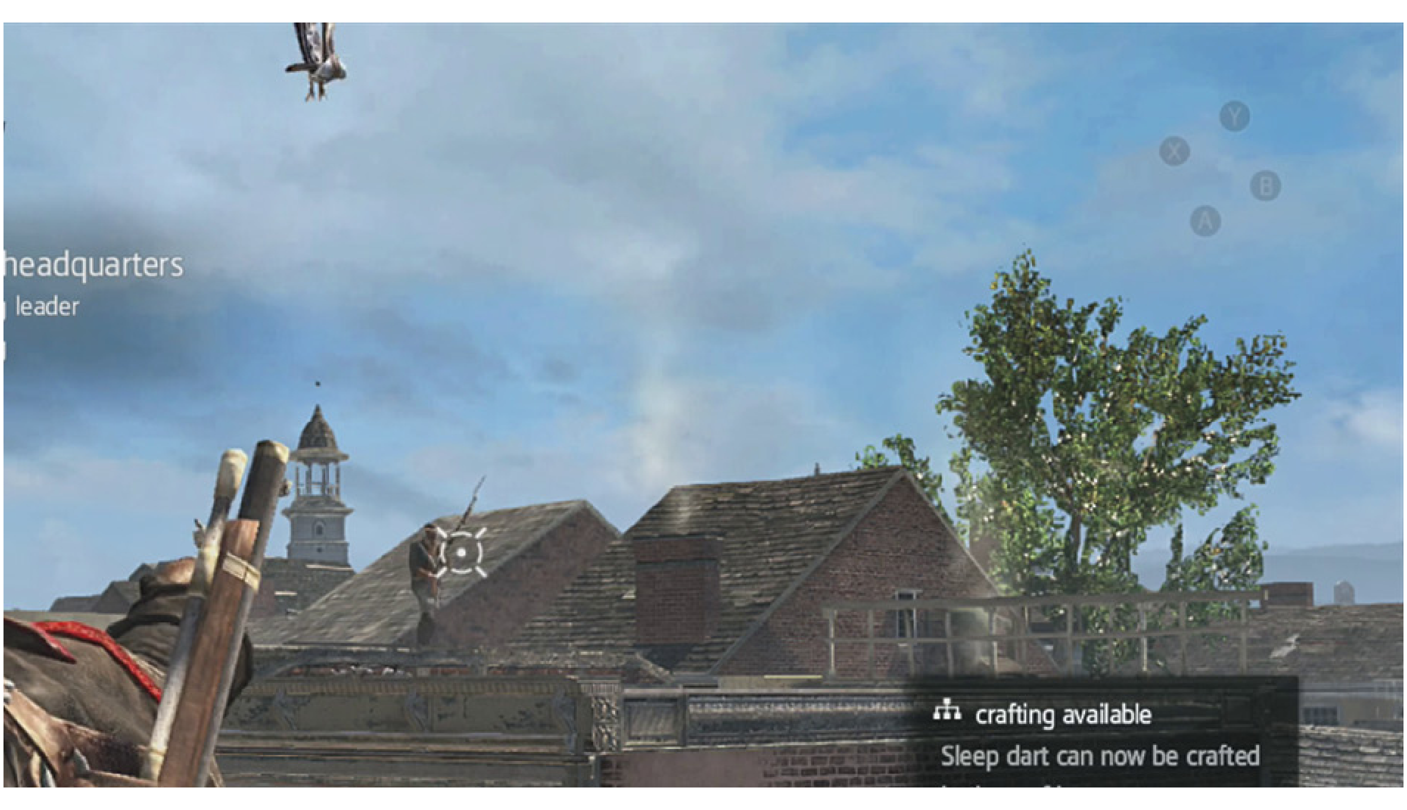
Break Defense also grabs people to use as human shields if a ranged attacker is lining up their pistol/musket. Your victim gets killed, Shay avoids massive damage, and the ranged attacker is left with a lifetime of guilt. Don't feel bad; that lifetime is only going to be about 20 seconds long.



KILL STREAK

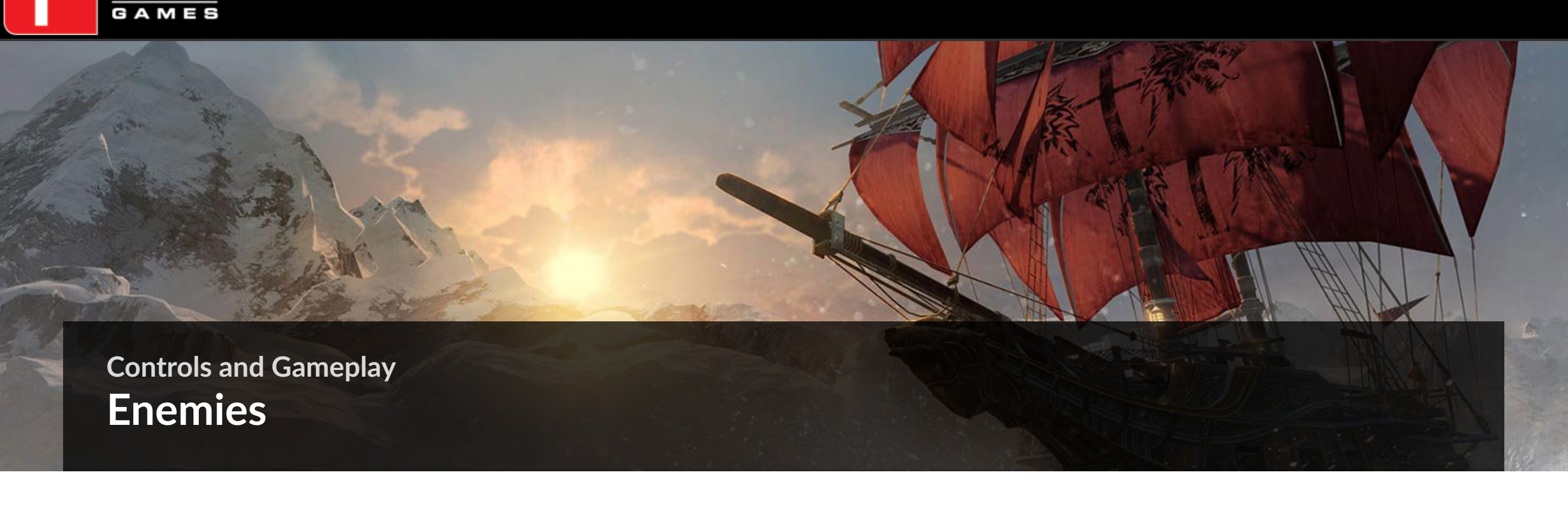
Basic attack combos kill weaker enemies, and you can string these kills together. When you start a kill animation against your first target, push your control stick toward another guard in your current fight. Attacking immediately after the kill completes lets you chain the assault into the next foe. These kill streaks stop if you are blocked, take damage, or whiff, but they otherwise allow you to lay out entire groups quite easily.

RANGED ATTACKS



Pistols and the air rifle give you opportunities for ranged damage in a variety of situations. When you're being stealthy, use the air rifle to disable guards. If sound isn't an issue, then switch to air rifle grenades or pistols and kill your opponents outright.

Headshots do bonus damage, so they're perfect when taking on tougher enemies or your assassination targets.



Enemies

KNOWING YOUR ENEMIES

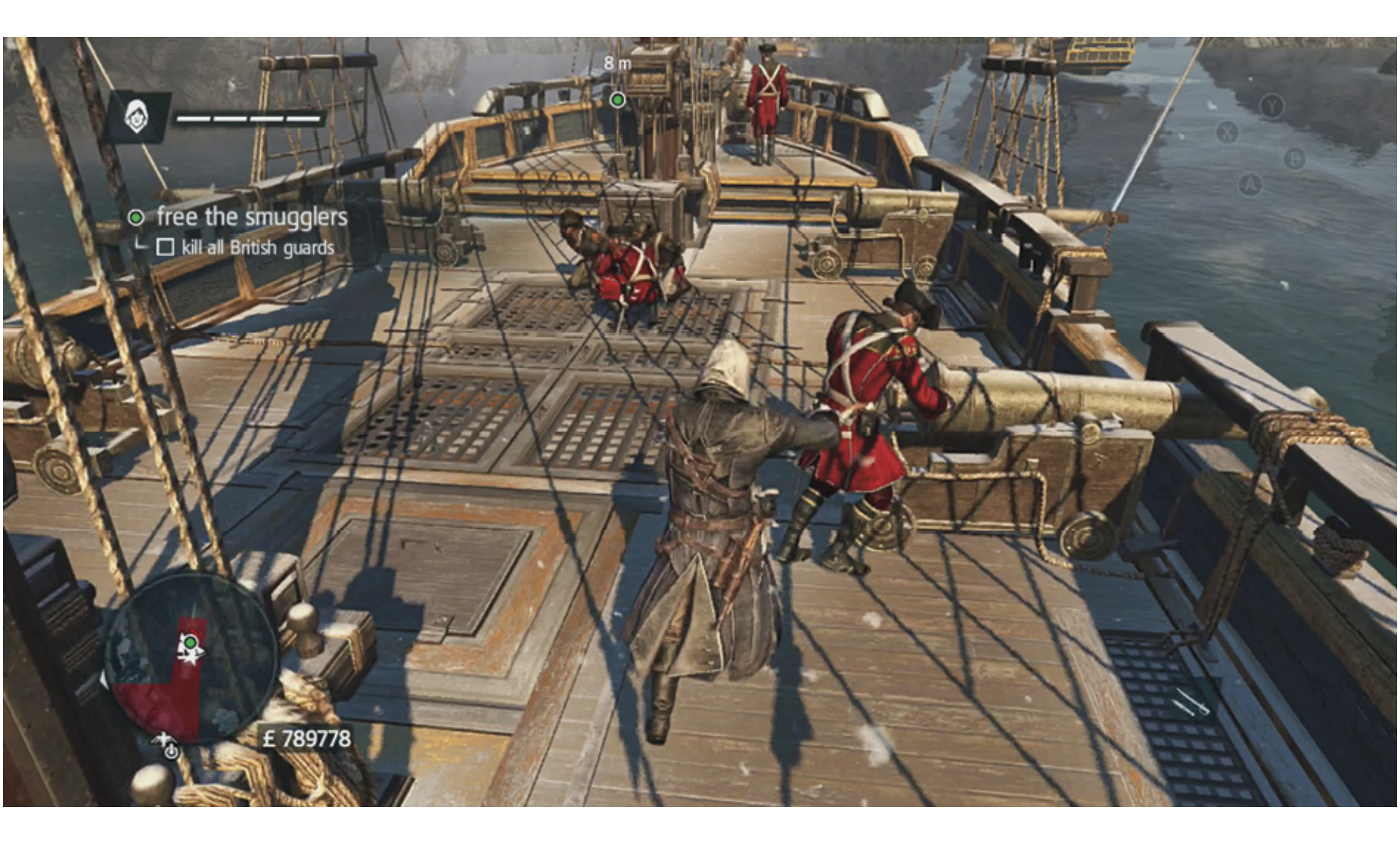
There are specific types of enemies in this game. Knowing their capabilities and weaknesses is a great boon and ensures that you don't get yourself in a bad position during battles.

Soldiers are the weakest opponents. They don't counter, they can be killed easily with basic attack combos, and their weaponry isn't very powerful. Go for kill streaks and bring them down in droves. Ranged weaponry is also incredibly effective against soldiers.

SCOUTS

Gang Scout British Scout French Scout

Scouts are agile enemies that carry knives, so they're a mean-looking bunch. Be ready to Break Defense and attack when they start getting defensive. When they attack, scouts swing multiple times, so you have to keep trying to Counter if you miss the first incoming blow.



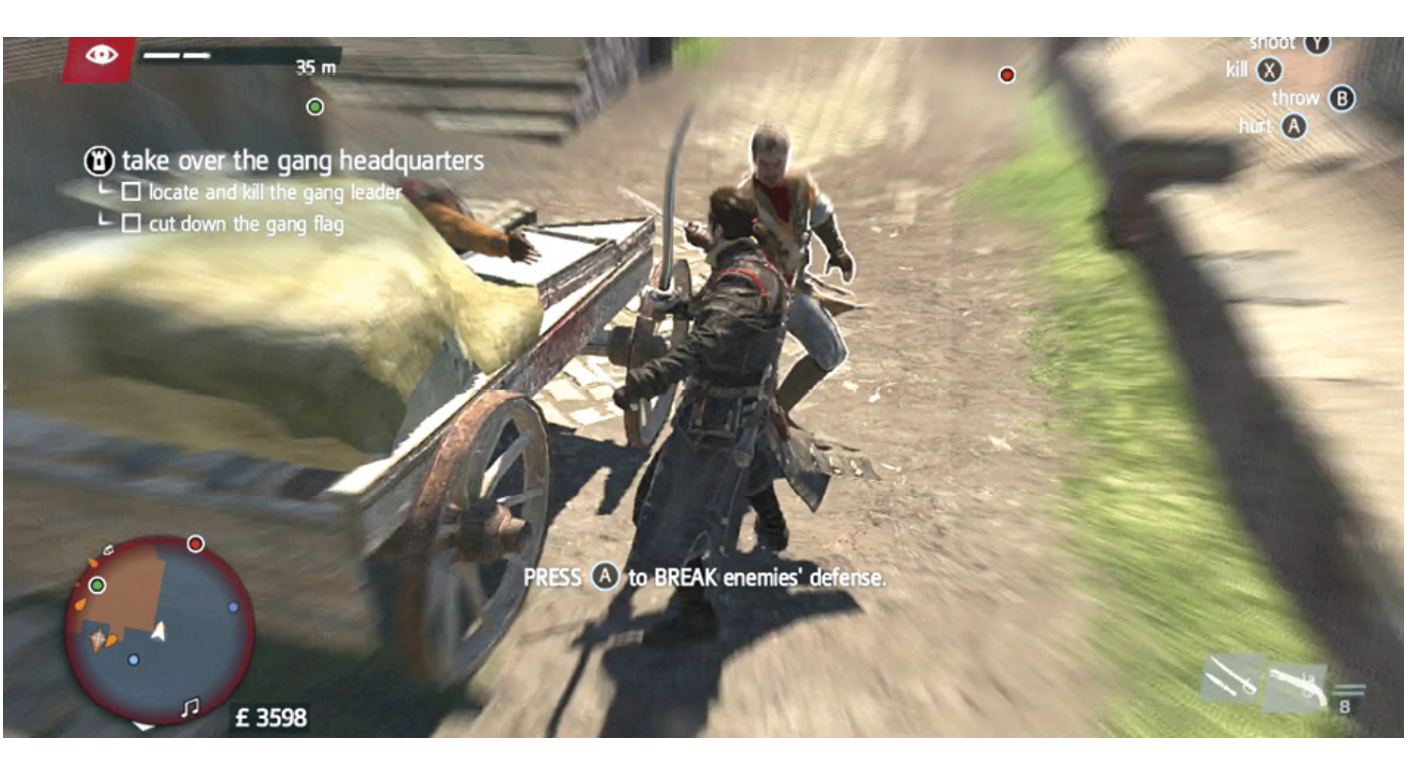
Scouts are very fast runners. They'll charge after Shay and tackle him if they get a chance. Use Smoke Bombs to distract them, break line of sight, or kill these enemies to break free of their pursuit. If you use Break Defense during a tackle attempt, Shay avoids the move and won't get pinned to the ground; keep that in mind too.

KILLING SCOUTS CHALLENGE

There is a challenge to kill three scouts with their own knives. To do this, make sure that you don't have a knife ahead of time (it's on the far right side of your tools). Throw your current knife away against any random enemy.

Switch to your fists and engage a scout. Wait for them to attack, then use Counter and Attack to grab their weapon. Now, press the Tool button to throw the knife into the agile scout and kill him.

Repeat this three times to get the tricky challenge.


35 m
take over the gang headquarters
locate and kill the gang leader
cut down the gang flag
shoot Y
kill X
throw B
hurt A
PRESS A to BREAK enemies' defense.
£ 3598
8

GUNNERS

Gang Gunner British Gunner French Gunner

Gunners get their own map icons. They look like a dagger with a bull's-eye inside of it. The tip of the dagger shows where the gunner is pointing. These snipers are often found higher up and should be killed before engaging most guards in the area. Gunners shoot at you once you're spotted. You need to break line of sight, counter with your own ranged weapons afterward, or use human shields to block their shots. In melee, combos of swings work decently, and counterattacks are perfect for killing them.

Berserk Darts are wonderful against gunners because you often get a few free kills out of the deal; the gunners have great line of sight over their watch areas, and they'll shoot their own allies while you laugh from the shadows.

BRUTES

Gang Brute British Brute French Brute

Brutes carry heavy weapons. They deal damage in droves and can desynch you easily if you haven't mastered counterattacks. They're almost immune to combos, but they're weak toward Guard Breaks. Attack once, press Guard Break next, and then attack again once the brute is exposed. Done and done. If you're missing that opportunity, then Break them twice to put the brute on the ground. They are doomed at that point, because a single stab ends their lives.

Watch out when brutes are close to you in an existing battle. Not only do they have their incredibly strength; they also carry grenades. They'll toss these into the middle of your group, regardless of any friends they might kill in the process. Drop a Smoke Bomb quickly so that you can escape (and your enemies will be distracted and stick around for the Grenade's explosion). It's win-win for you. Rather bad for the brute's post-battle report to his superiors though.

CAPTAINS

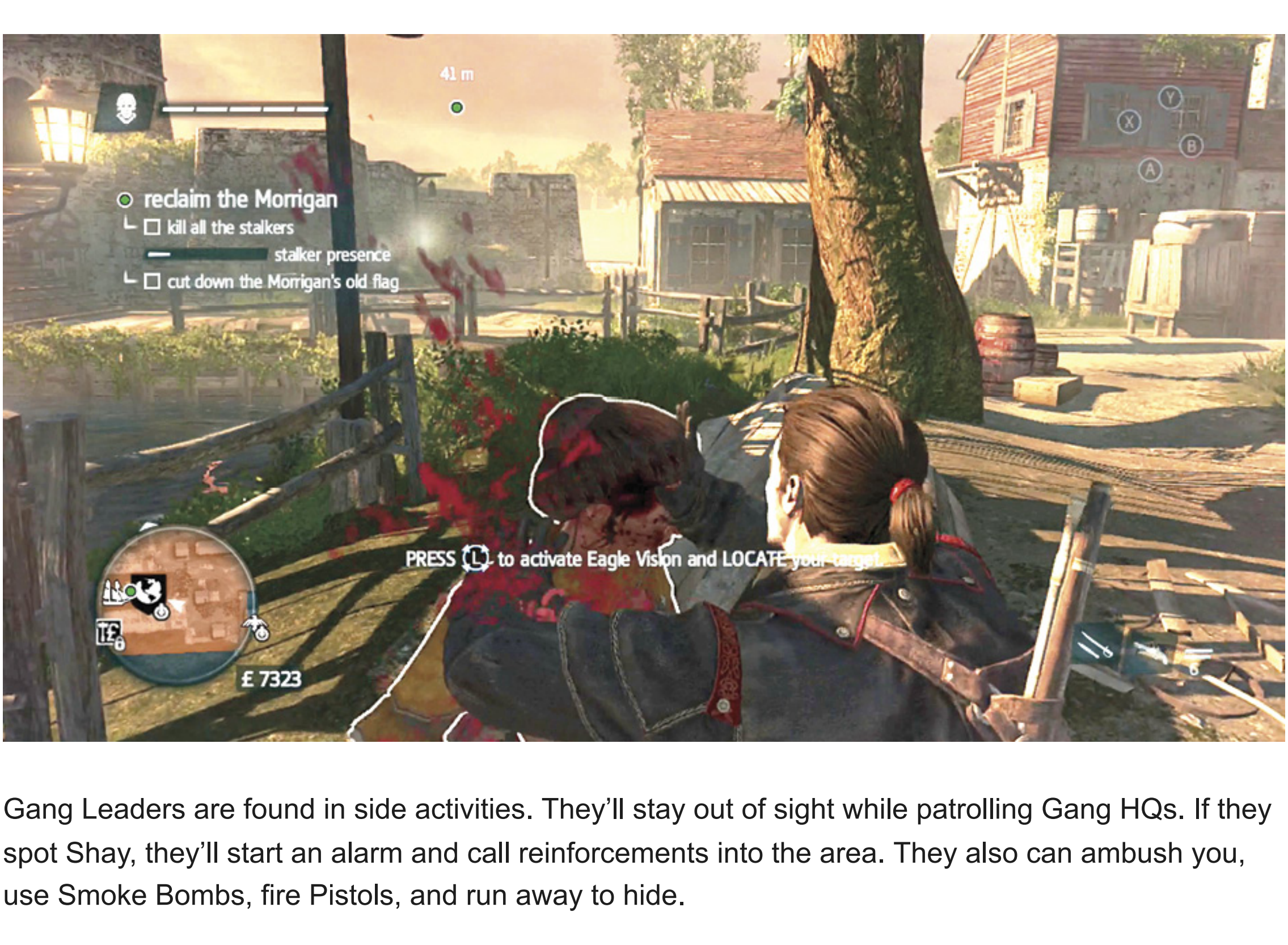
Gang Leader British Captain French Captain

Captains are the best enemy fighters. They block wonderfully, aren't always easy to Guard Break, and attack decisively on their own. Counter + Attack + Guard Break + Attack is a reliable combo against them, but rear attacks and pistol ambushes work well if you have time to set them up. Enemy captains are powerful combatants, especially during ship warfare. Assassinate them if you can, or focus on them during a swordfight to eliminate them before they hurt Shay or his sailor allies.

STALKERS

Male Stalker Female Stalker

Stalkers are an interesting finish to the enemy list. They're Assassins, and they don't fight openly unless they have to. Counter their initial attacks to avoid monstrous damage. Listen for their battle cries if they attack from above, or spot them using Eagle Vision so that you can sneak up on them.


41 m
reclaim the Morrigan
kill all the stalkers
stalker presence
cut down the Morrigan's old flag
PRESS L to activate Eagle Vision and LOCATE your target
£ 7323

Gang Leaders are found in side activities. They'll stay out of sight while patrolling Gang HQs. If they spot Shay, they'll start an alarm and call reinforcements into the area. They also can ambush you, use Smoke Bombs, fire Pistols, and run away to hide.

Detect Gang Leader locations with Eagle Vision (just as you would a Stalker). Try to approach them from above and use ranged weaponry or air assassinations to secure faster and much easier kills. Don't use Sleep, Berserk, or Smoke effects against them. These guys have seen it all, and they won't be impressed or affected by those abilities.

HUNTERS

British Hunter French Hunter

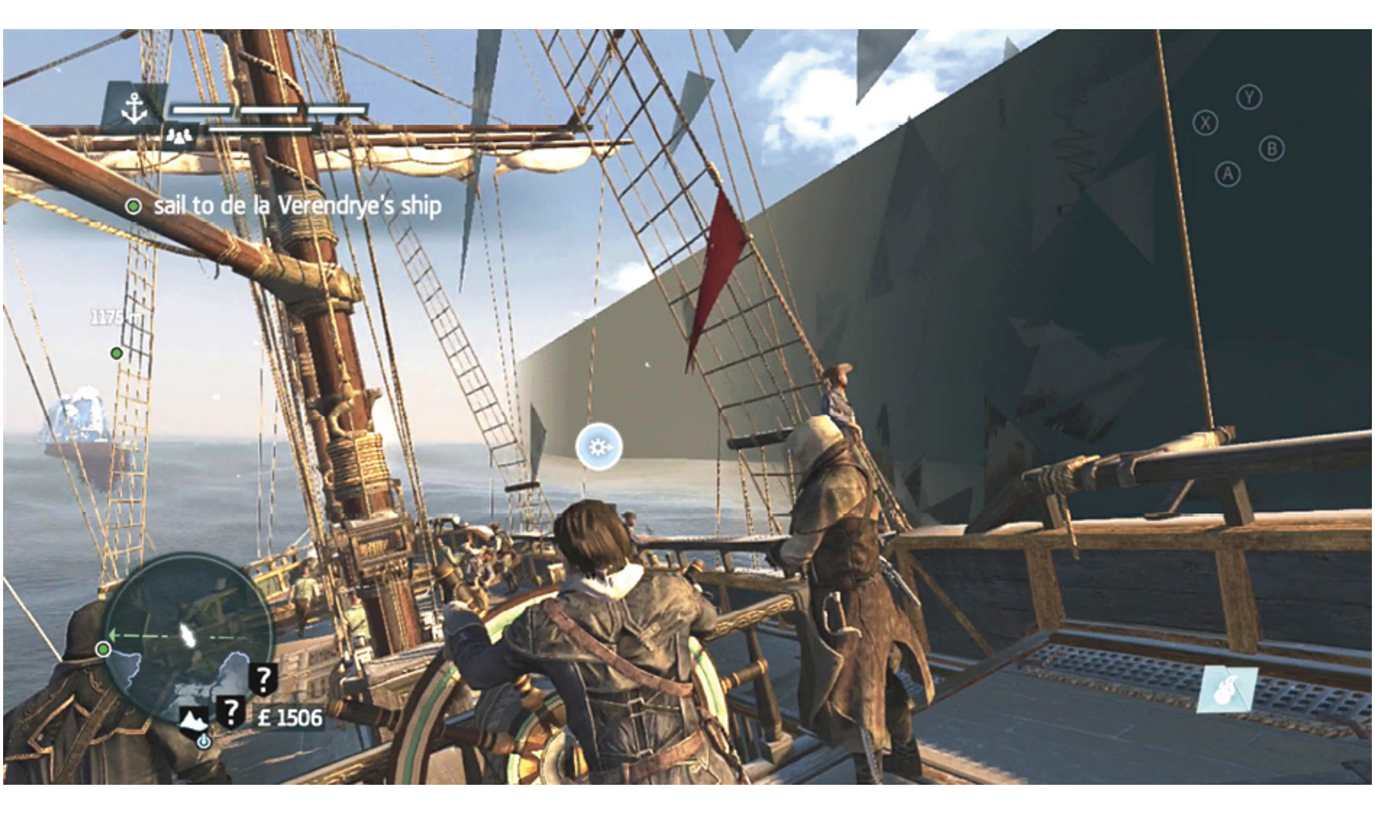
Hunters are the enemies that get called when you have a Wanted Level on land. They're like super captains. You can't counter their attacks, they aren't influenced by Smoke Bombs, and they're generally quite nasty. Berserk Darts and Grenades turn them against their friends!

"DEATH"

There isn't any actual death for Shay in this game because he's already lived his entire life. You can't change the past in that way. Instead, you run the risk of desynchronization. If you take too much damage, lose the Morrigan in battle, or do something that Shay could never have done, you desynch from his memories. This resets the story to the most recent checkpoint. There aren't any financial penalties for doing this, but any progress that you'd made since the last checkpoint is lost.

To avoid this condition, upgrade Shay's health and practice countering attacks as often as possible. Use human shields to avoid ranged damage, and don't jump from places that are too high unless you have hay or snow to fall into.

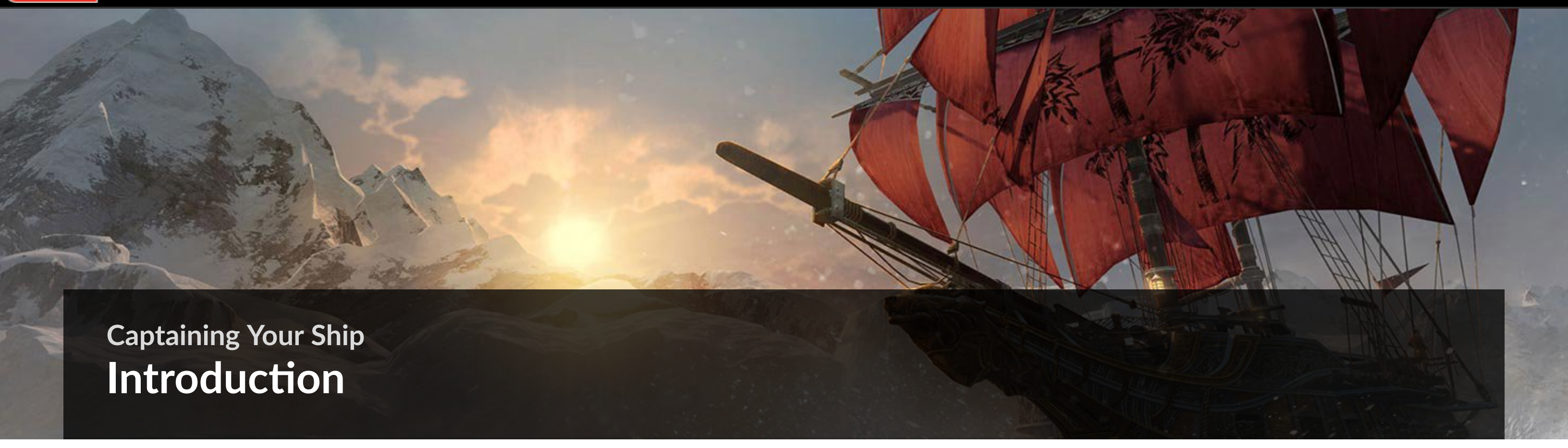
20 m
free the smugglers
kill all British guards
attack X
counter B
break defense A
£ 1483



Make sure that you complete the required objectives. If the game says to stay undetected, then move slowly, stay in brush whenever possible, and avoid enemy patrollers. Watch your minimap! Stay close to targets that you're supposed to chase, and watch for updates that warn whether you're too close or too far from whatever you're supposed to deal with.

Dark boundaries line the edges of the maps. These are places that Shay Cormac never went, so you can't explore them in his memories. Walking too far into the darkness causes an instant desynchronization.

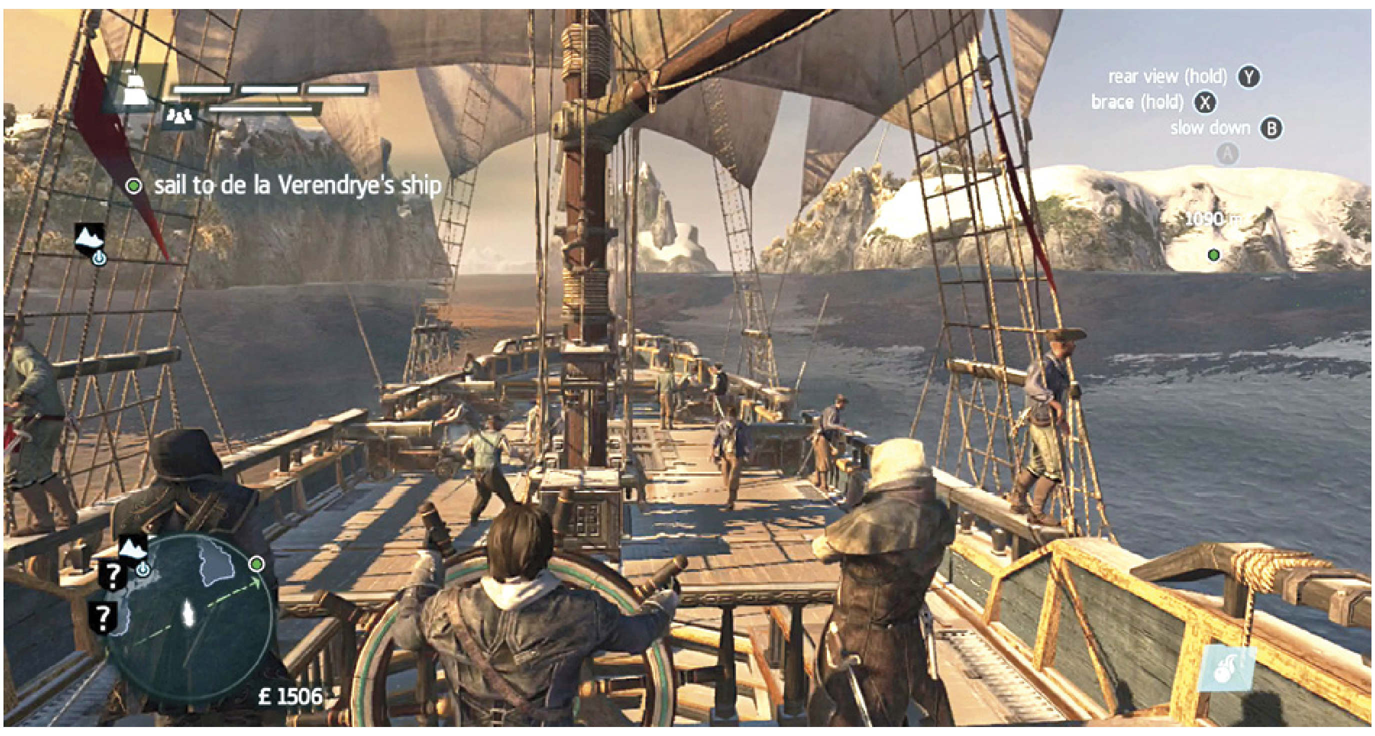
Don't kill innocents or domesticated animals either. That's not Shay-like behavior. Too many transgressions here can also desynch your memories.

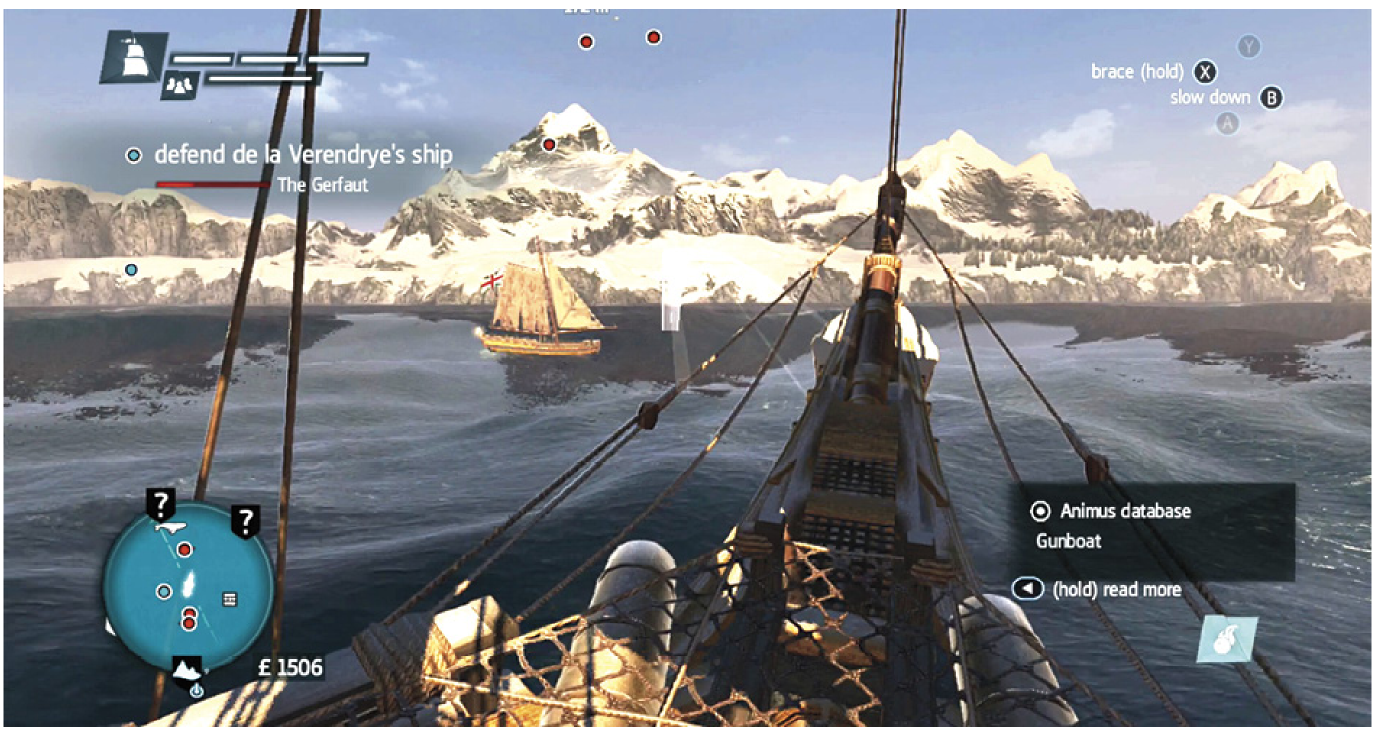


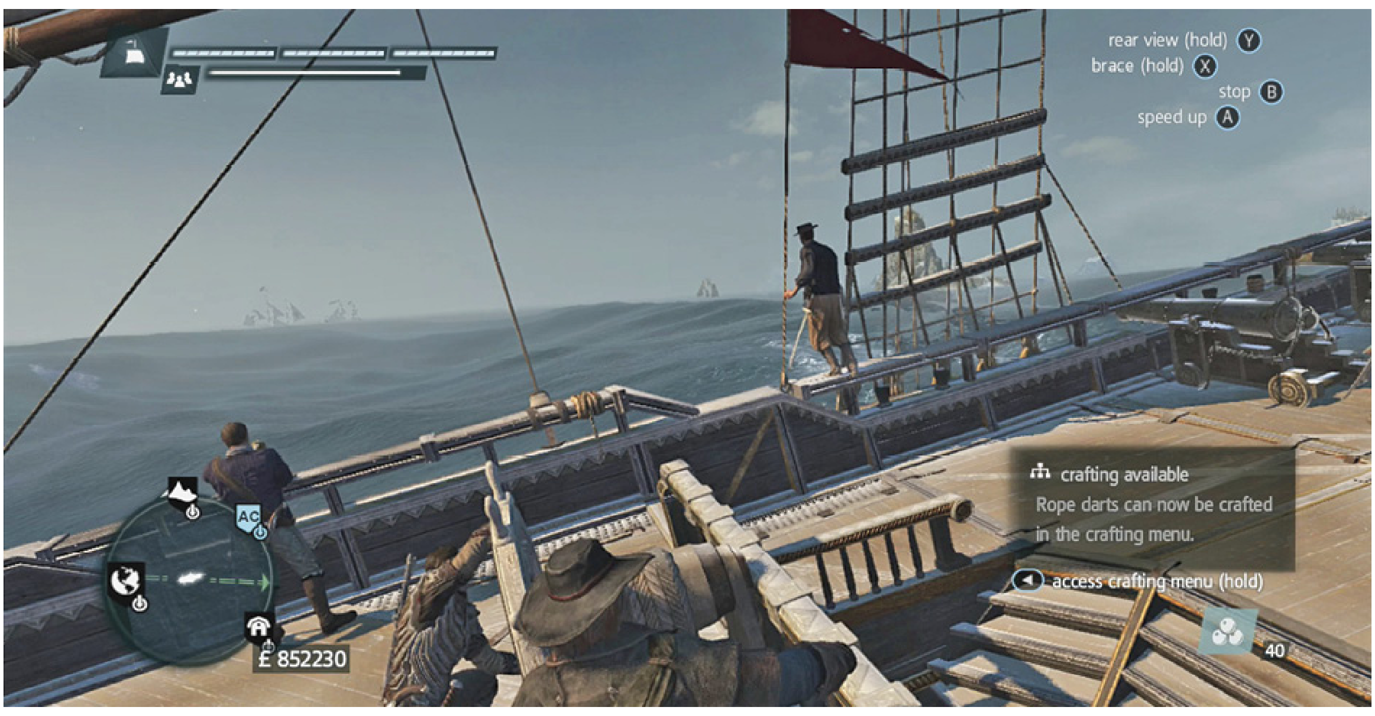
CAPTAINING YOUR SHIP

You don’t have to wait long before getting the Morrigan. It’s a wonderful vessel with so much upgrade potential that it will one day put men-o’-wars to shame!

Many of the controls for your ship are intuitive and have already been explained in this chapter and are shown in the game. Remember to push up to Travel Speed when you have to move quickly or explore over great distances. Reduce speed heavily when you have to maneuver or stay aggressive with your attacks. The more you can turn, the easier it is to keep your guns on your target.


sail to de la Verendrye's ship
rear view (hold) Y
brace (hold) X
slow down B
£ 1506


defend de la Verendrye's ship
The Gerfaut
brace (hold) X
slow down B
Animus database
Gunboat
(hold) read more
£ 1506

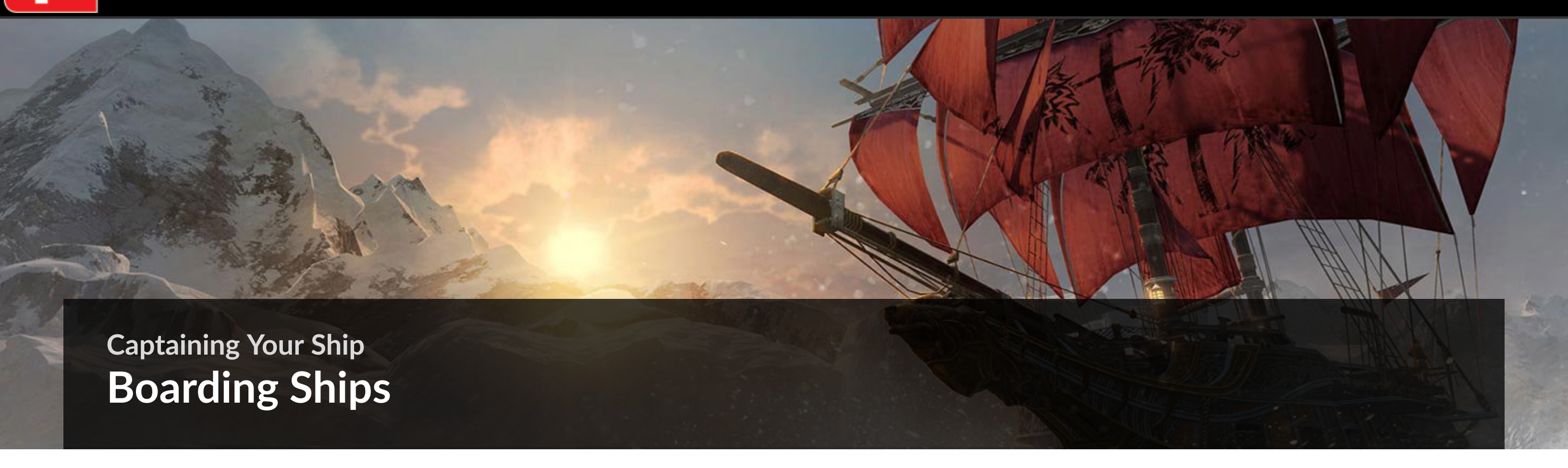

rear view (hold) Y
brace (hold) X
stop B
speed up A
crafting available
Rope darts can now be crafted in the crafting menu.
access crafting menu (hold)
£ 852230
40

The best way to get an advantage over your enemies in naval battles is to upgrade the Morrigan, use multiple weapons during battle, and avoid downtime. All of the weapons you use at sea have a reloading time, but that’s not a shared feature. Thus, you can fire one weapon after the other as quickly as you can mentally switch between them.

Broadside cannon, mortar, Puckle gun, and broadside cannon are a classic example of this. You can fire all of these guns in the same amount of time that you can fire the two broadside cannon attacks. Because of this, aggressive weapon use adds dramatic amounts of damage to your gameplay.

Practice switching between your normal cannon aiming, mortar systems, and the Puckle gun. Do this even while your ship is sailing around outside of battle to get a feel for the controls. You don’t have to actually shoot the guns; you can target things and switch controls without pulling the trigger (to save on mortar ammo).

Another critical naval skill is the ability to shift directions quickly. The best fights occur when you have broadside angles on your target and they don’t have them against you. Stay at a 45-degree angle to your target as best you can, and use enough speed to stay ahead of them while also turning to maintain your advantage. This isn’t easy, but it’s a goal to strive toward.



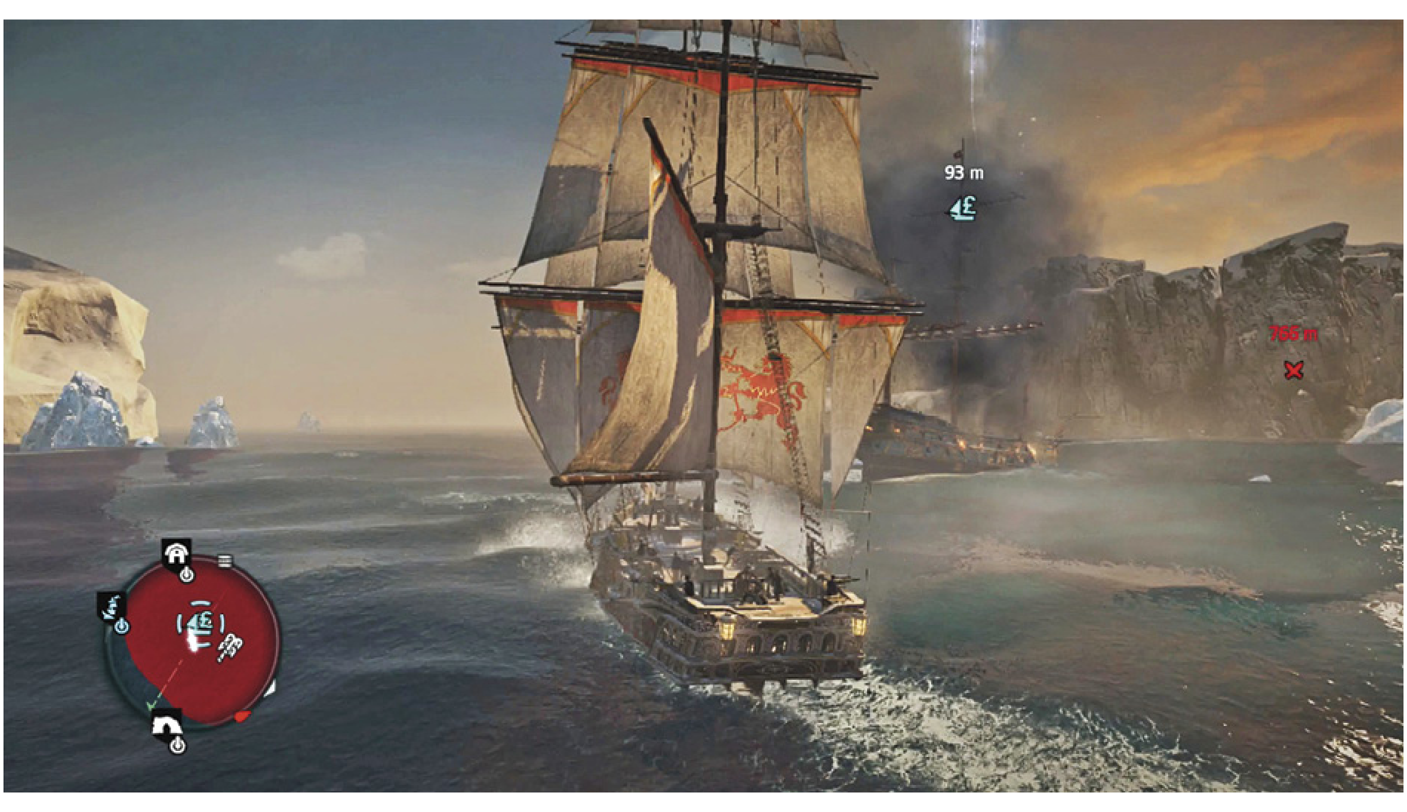
Captaining Your Ship

Boarding Ships

BOARDING SHIPS

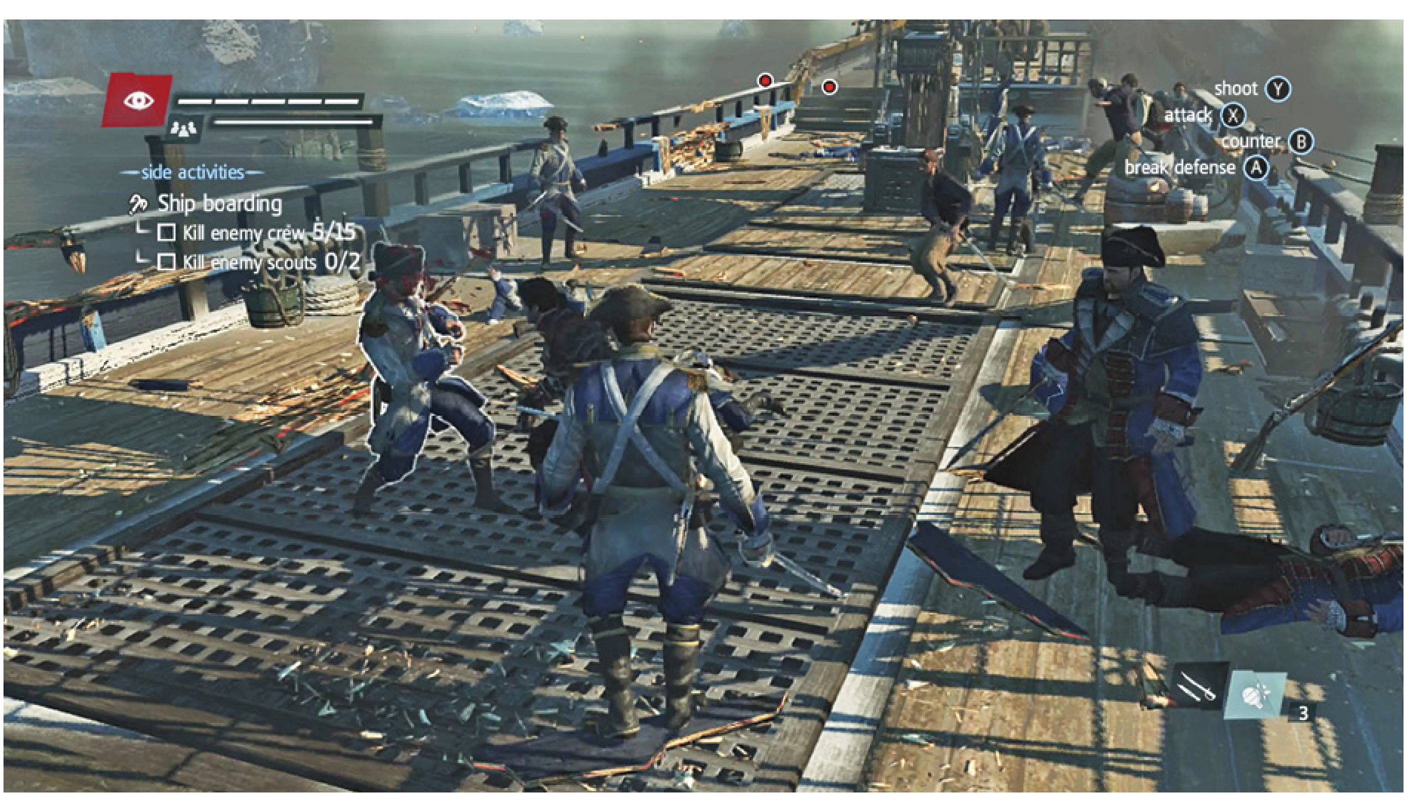
You lose so much potential money if you simply destroy every ship that you come across. Boarding enemy vessels is an ideal way to get free crew, money, resources, or even ships for your fleet once you've advanced farther into the game. Boarding is risky because Shay can be killed (or his crew can be slain, which also causes a desynch). However, the risk is well worth your time because ships yield over twice as many resources if you board them and win the fight compared to destroying them and salvaging what you can.

To board a ship, you have to cripple it. Use normal attacks against the enemy ship and bring down its health. Once the ship is critically damaged and on fire, you are free to board it. There is a visual indicator to show this in multiple ways (the enemy ship stops moving, catches on fire, loses its sails, and has its health bar drop into the critical range).



Approach the wounded ship and use the boarding command when it pops up onscreen. This lets the *Morrigan* start to close with the other vessel. Man the Puckle guns on the side of the ship that is facing your enemy, and sweep the enemy deck with the gun for free kills during the approach. This can sometimes defeat the enemy crew before you've even gotten onto their ship.

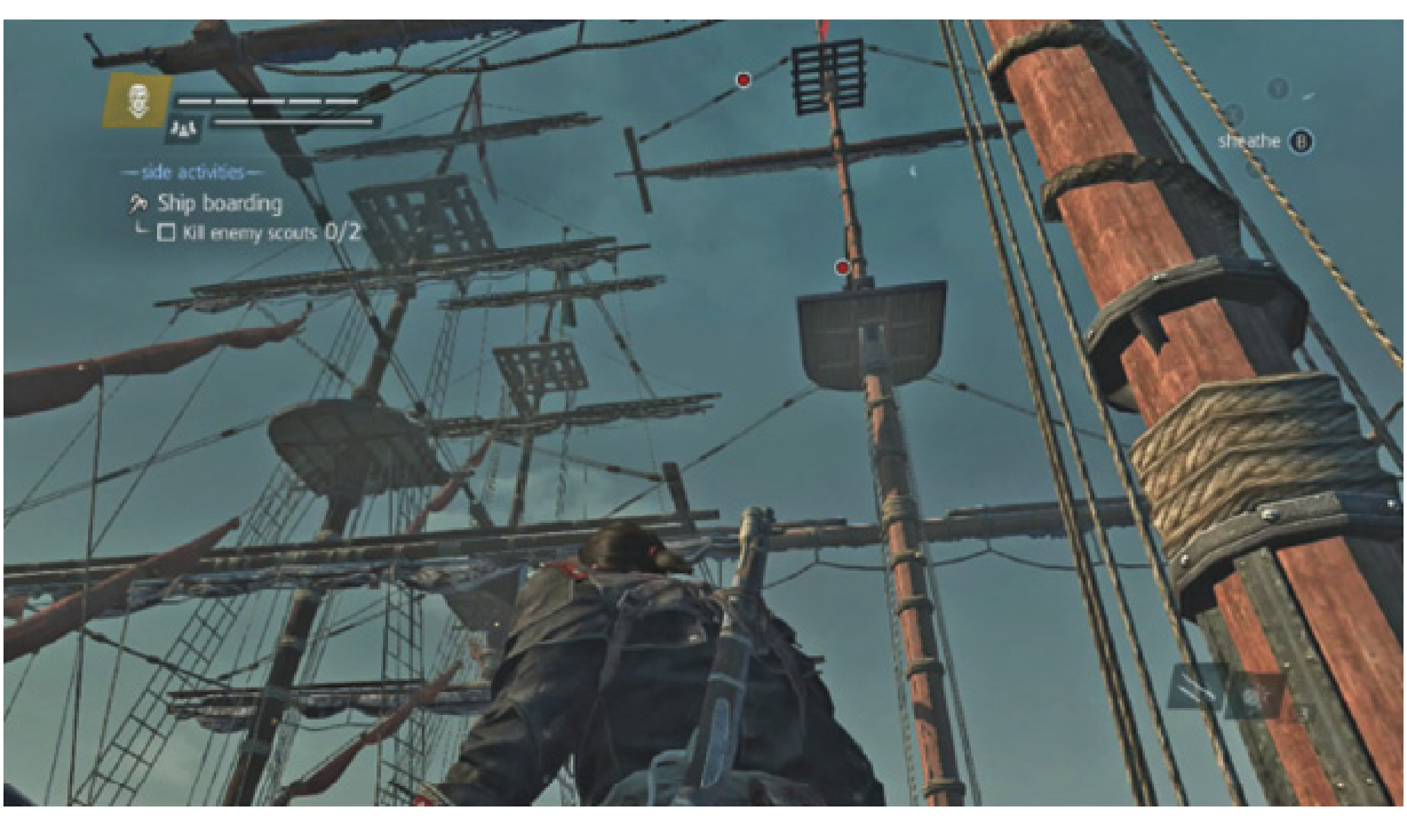
A number of win conditions appear to let you know what is required. Shay loses the fight if he or his crew are killed, but he wins if you fulfill the victory conditions. They'll always have a number of enemy crew to kill, but larger ships have additional conditions to fulfill.



In general, try to destroy any barrels or marked officers before you get onto the ship. That's exactly what the Puckle gun is great at doing. Improve your Puckle gun ammo count to assist with this process, and remember to use both Puckle guns if you want even more fire power (because they have separate ammo supplies). Run between the two guns and rack up the kills before you board the opposing vessel.

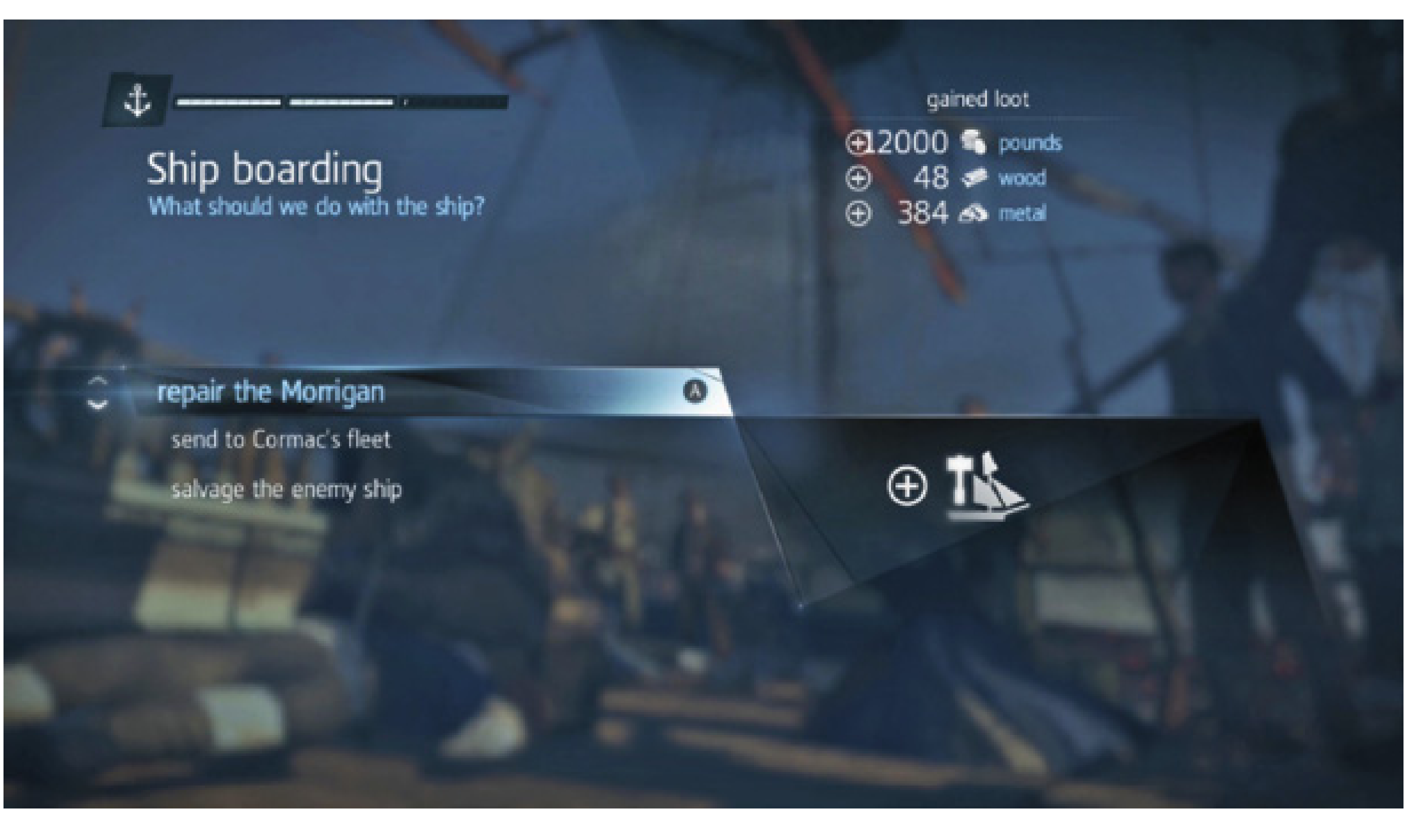
The difficult win conditions are usually higher up on the ship. These include enemies higher up that need to be killed. Use ranged attacks if you can, but the angle is often difficult. Zip up to the nests on your own ship to get a better line of sight, or climb up the enemy mast to reach your targets.

Grenades and skilled swordfighting help tremendously when attacking the enemy ship's crew directly. Smoke Bombs and fast kills are also immensely useful. Try to focus your attacks on Brutes and Captains because they are the hardest foes for your crew to take down. Berserk Darts, launched from the *Morrigan* can also turn these tougher enemies into a non-issue.



When you win, Shay gets control of the enemy vessel. You can then repair the *Morrigan* instantly (which is very useful in larger naval battles). Or, you can get more money by selling the ship. Once Fleet Missions are unlocked, Shay can send the ship to the fleet and use it for missions that give you extra money, resources, and collectibles.

To decide, see if the ship's health is low. If the ship is badly damaged, repair it. Otherwise, take the money or improve your fleet. It's good to have a variety of ships for Fleet Missions because heavier ships are required for tougher trade routes later in the game, but lighter ships finish missions sooner. You get more money by having a fleet with a full range of tonnage because you can always send an ideal ship on a given mission to avoid wasting time.



If enemy ships board you, there is a sudden dip in your crew count. Brace if you see vessels move quickly toward the *Morrigan*, and avoid this situation. You you should always try to control any boarding. It's only worth being boarded by enemies a single time because there is an achievement/trophy for surviving a boarding party. After that, it's never good to let the enemy board you.

TIPS FOR THE HIGH SEAS

Don't get in front of a ramming ship.

Don't get beside a man-o'-war.

Don't move slowly if your enemy has mortars. Speed up and stay out of the circles that appear on the water.

Use your minimap to see the Wind Direction and Speed; reduce speed to gain maneuverability when wind is blowing you in the wrong direction.

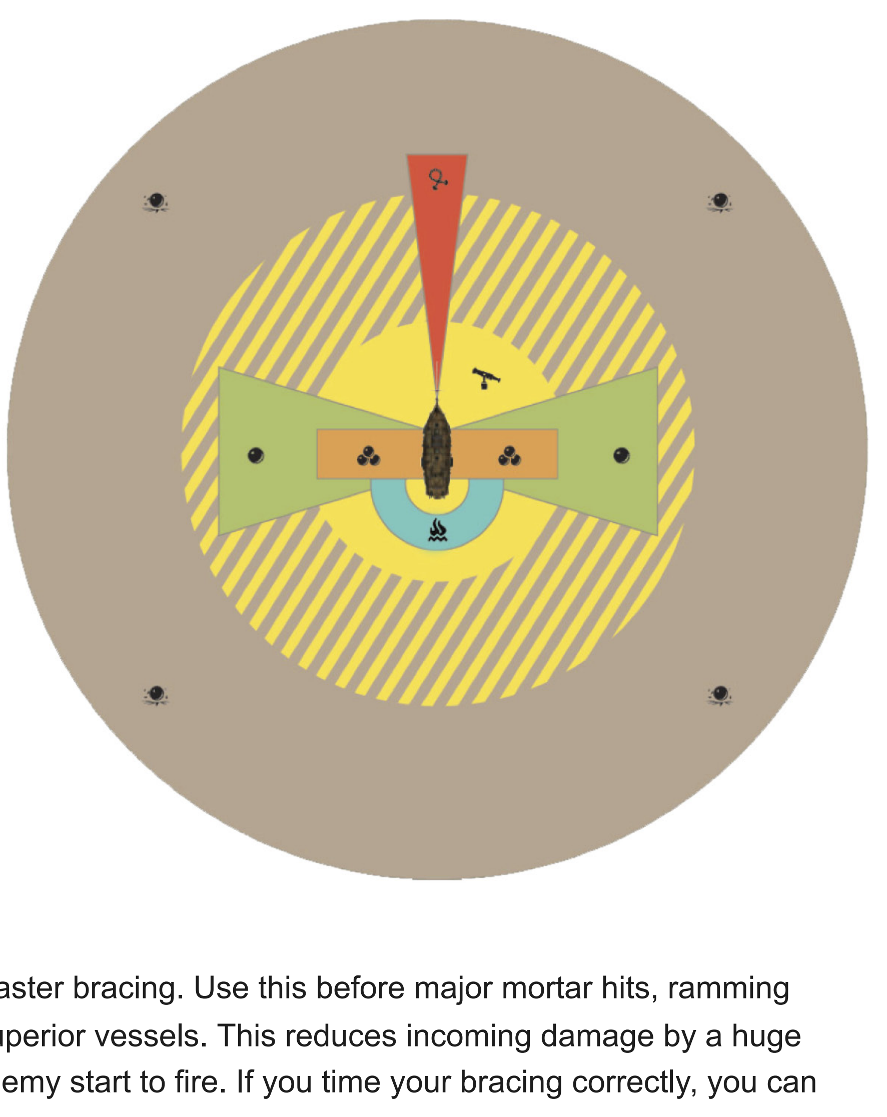
Watch out for waterspouts during heavy storms because they can do heavy damage to your ship.

Sail directly into large waves to avoid damage during storms

Once you can navigate and fight well with the Morrigan, start to really learn how the mechanics of your weapons. Not all damage is universal when striking an enemy ship. Armour is spread out in different ways, and you can do more damage, pound per pound, by hitting enemies wherever they're vulnerable.

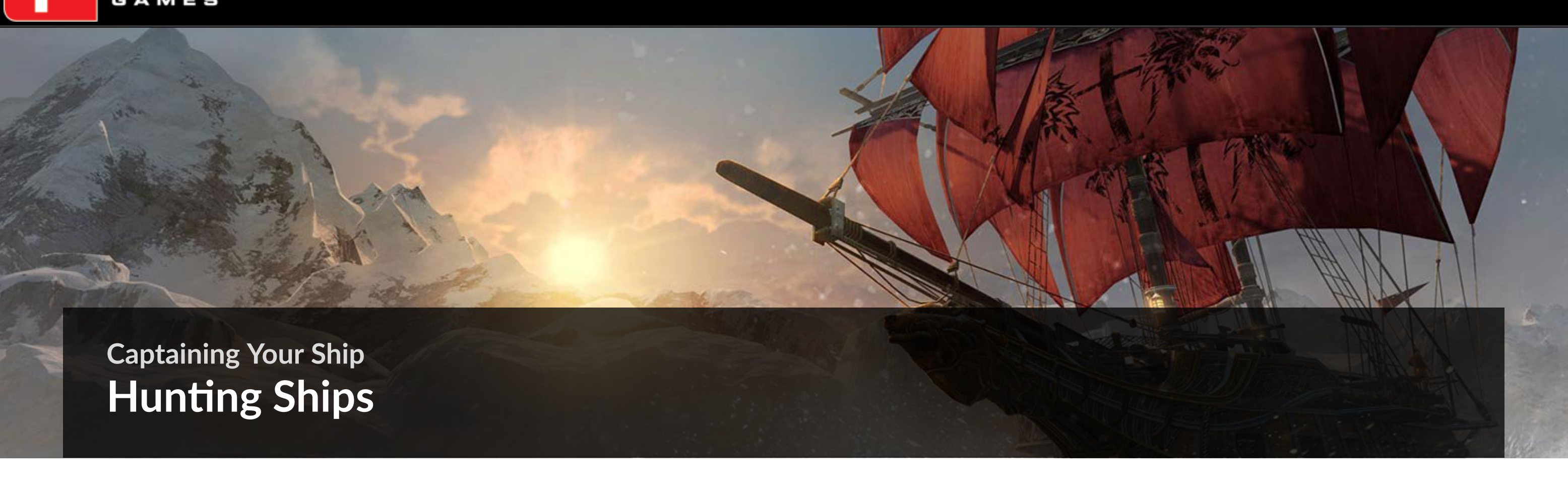
This usually means aiming for the bow or the stern of the ship, and avoiding broadside strikes unless you're going against a smaller vessel and don't mind trading favorably on damage. Also, aim low at your targets. Hull hits do more damage than sail hits.

BROADSIDE CANNONS	Standard naval weapon for mid-range combat
HEAVY SHOT	High damage, close-range cannons
PUCKLE GUN	Target weakpoints on large ships
FRONT CARRONADES	Stun and damage enemy ships in front of the Morrigan
MORTAR	Long range, devastating weapon
BURNING OIL	Create a damaging barrier behind the Morrigan



Defensively, the hardest trick is to master bracing. Use this before major mortar hits, ramming attacks, and broadside shots from superior vessels. This reduces incoming damage by a huge margin. Do this when you see the enemy start to fire. If you time your bracing correctly, you can counter boarding attempts completely. If you see a brig coming in fast toward the Morrigan, brace immediately!

All boarding attempts are dangerous, but any time your enemies board the *Morrigan* you will most likely lose crew. Brigs are bad enough, but a high wanted level can sometimes get you into trouble with Gang Ships. These vessels have Assassins in their crew, so you will probably lose crew members if they board you. Make sure to attack these ships at maximum range, keep to their sides or rear, and brace if they get any chance to push toward your ship. Gang Ships have a brown sails and a wide bow that makes them somewhat easy to identify before they close for battle. Keep your eyes out for them.



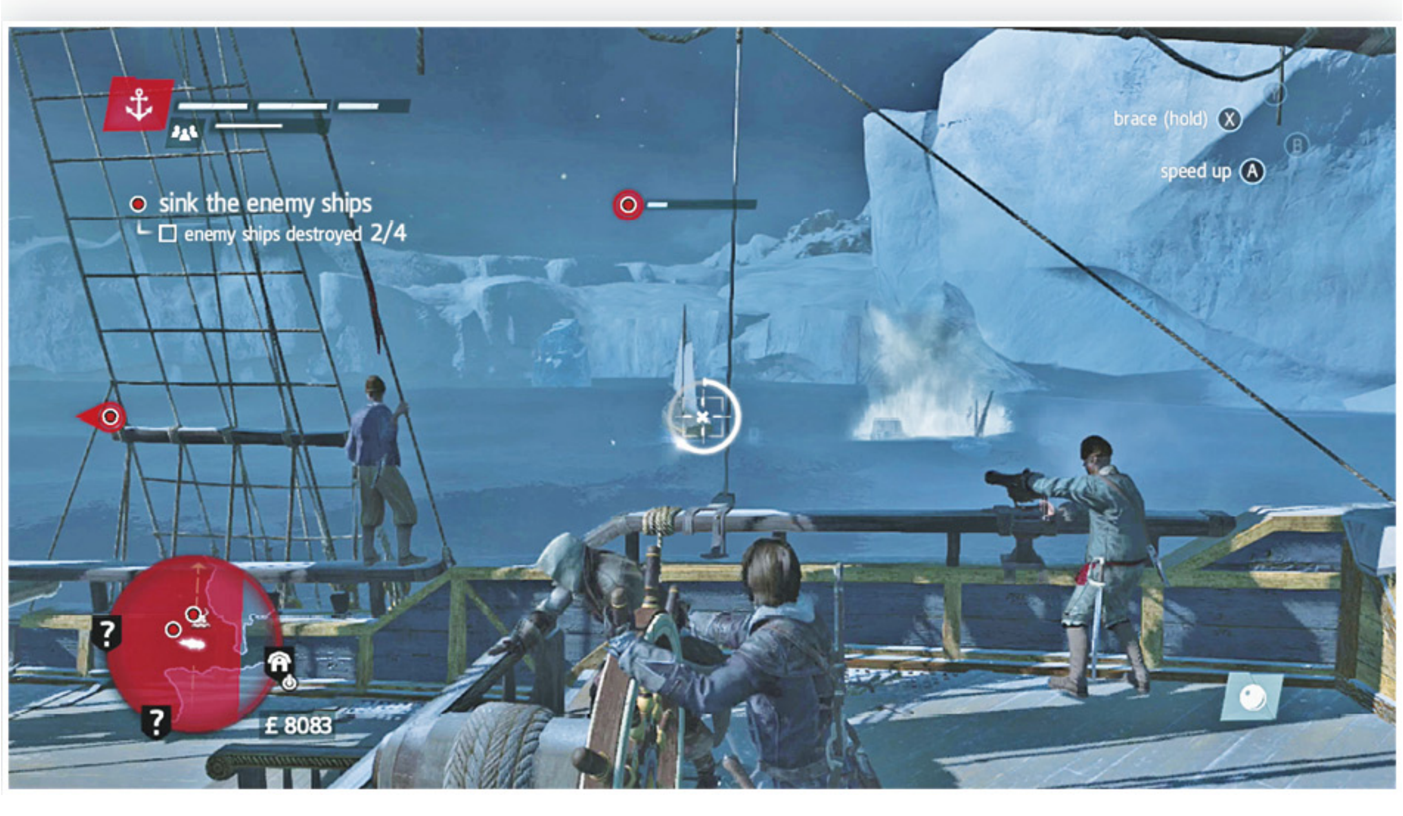
HUNTING SHIPS

As you've already learned, enemy ships have a wealth of cargo that is of value to you. Their stats are listed here so you'll know what you're going up against.

GUNBOATS

LOCATIONS: North Atlantic, River Valley

REWARDS: Ammo



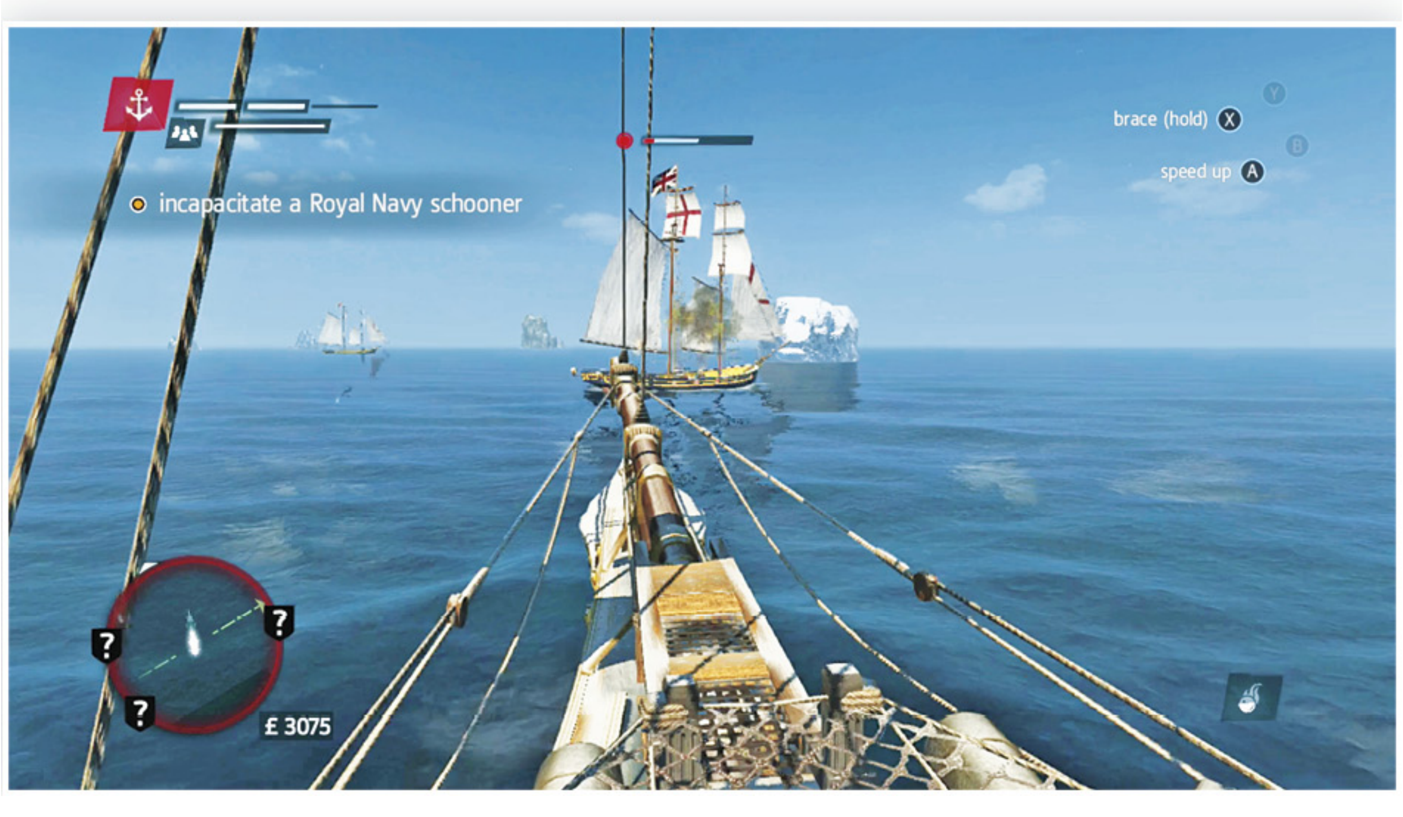
Gunboats are extremely small vessels that won't stand up in a fight against the Morrigan. Even early in the game they're fodder, and they become even weaker once you get a Puckle gun and some ram upgrades. Charge into this ships for immediate victory or gun them down. Avoid their forward cannons and go broadside with them for fast kills; eliminate them early in battles to simplify the fight and take their damage out of the equation.

SHIP LEVEL	ARMOUR	CANNONS (FRONT/SIDE/REAR)	DAMAGE PER CANNON
1	200	2/0/0	100
2	250	2/0/0	125
6	600	2/0/0	125

SCHOONERS

LOCATIONS: North Atlantic, River Valley

REWARDS: Nonmetal cargo, light crew, ammo



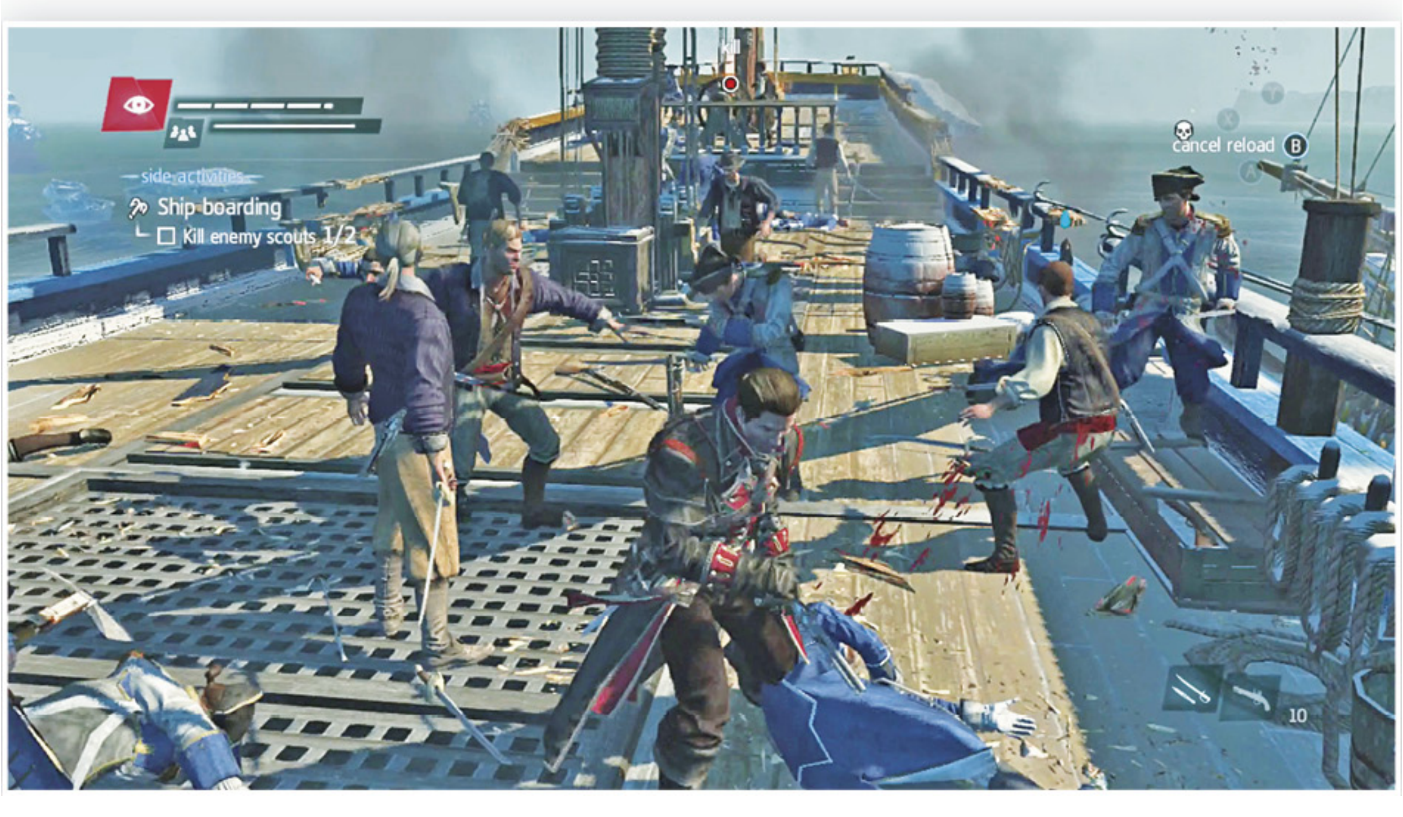
Schooners are fast, light vessels that have a modest number of guns and a good supply of burning oil. Don't chase these ships for long, because they're strong against vessels at their backs (unlike most of the larger vessels, which are weakest there). Instead, attack from the front or the sides of a schooner and work against their light armour with your superior firepower.

SHIP LEVEL	ARMOUR	CANNONS (FRONT/SIDE/REAR)	DAMAGE PER CANNON
4	400	0/2/0	125
8	900	0/3/2	150
11	1,550	0/4/2	175

BRIGS

LOCATIONS: North Atlantic, River Valley

REWARDS: All cargo types, moderate crew, heavy shot, and mortar ammo



Brigs have heavier broadside cannon coverage and the potential to ram their targets. Attack them from the front or rear to minimize damage taken, and brace any time they turn toward your vessel and speed up (that's a ramming attack). If you brace, you won't have to defend your ship and lose extra crew.

SHIP LEVEL	ARMOUR	CANNONS (FRONT/SIDE/REAR)	DAMAGE PER CANNON
17	3,000	2/10/2	150
20	7,000	2/10/2	160
25	12,000	2/10/2	165

Frigates are heavy hitters that do their best work at short range. Avoid their broadside attacks by relying on your mortar for heavy hits without getting too close to your target. If you are close to a frigate, attack from the rear and use broadside shots to cripple these ships before they turn to bring their big guns against you.

FRIGATES

LOCATIONS: North Atlantic, River Valley

REWARDS: All cargo types, large crew, heavy shot ammo

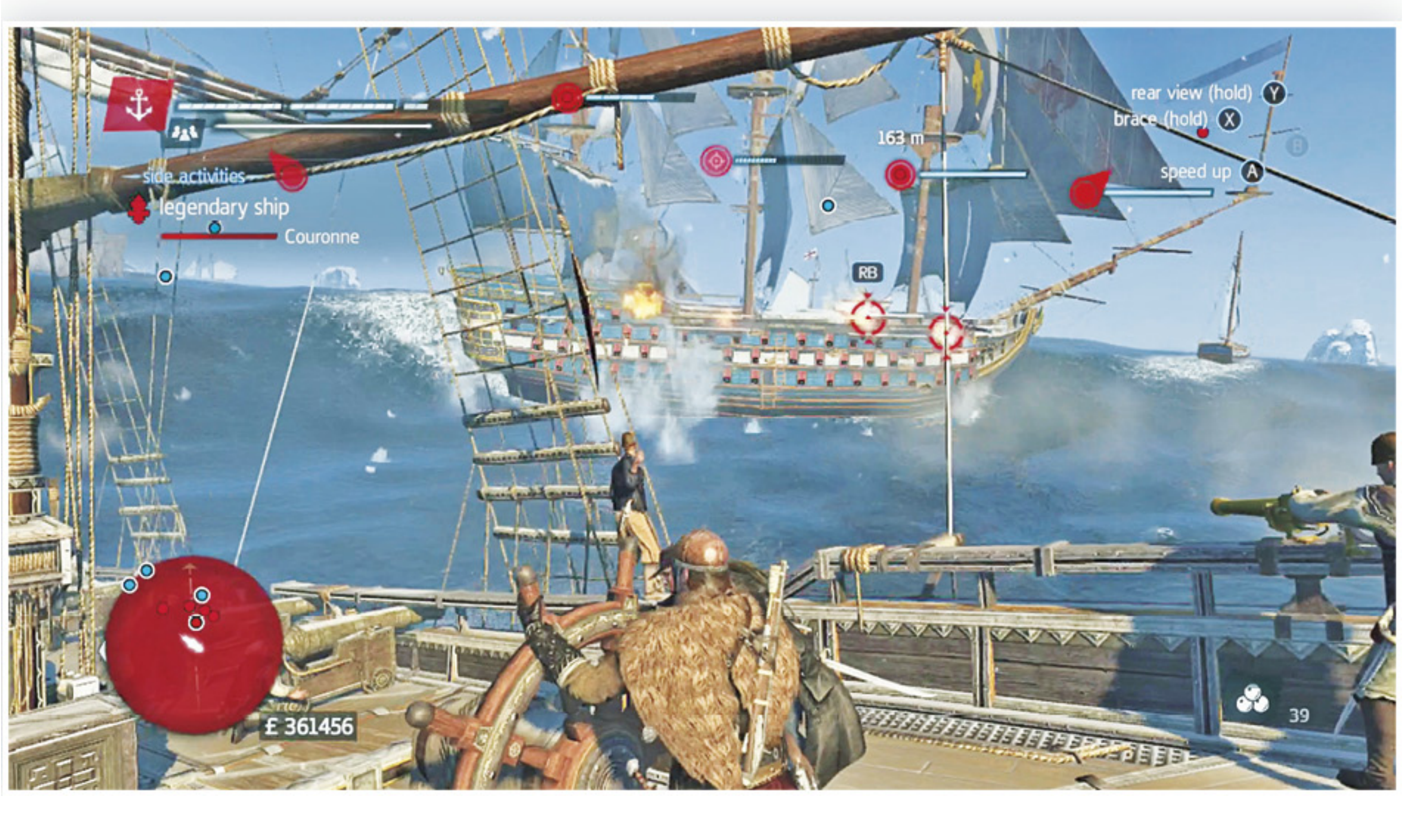
SHIP LEVEL	ARMOUR	CANNONS (FRONT/SIDE/REAR)	DAMAGE PER CANNON
23	7,000	4/10/0	265
29	12,000	4/15/0	210
38	22,000	4/20/0	200

Men-o'-wars have almost limitless firepower if you go broadside against them. Use your ship's speed and maneuverability to stay close behind these massive ships so that they can't turn to pulverize you. Don't use ranged tactics as you would against frigates, because men-o'-wars have mortars of their own, and you won't do well by trading hits against them for long. When closing on them, use low speed so you can turn quickly if a mortar attack is placed in front of the Morrigan; then switch to ramming speed to move quickly away once you're facing the right direction.

MEN-O'-WARS

LOCATIONS: North Atlantic, River Valley

REWARDS: Massive cargo, major crew, all ammo types



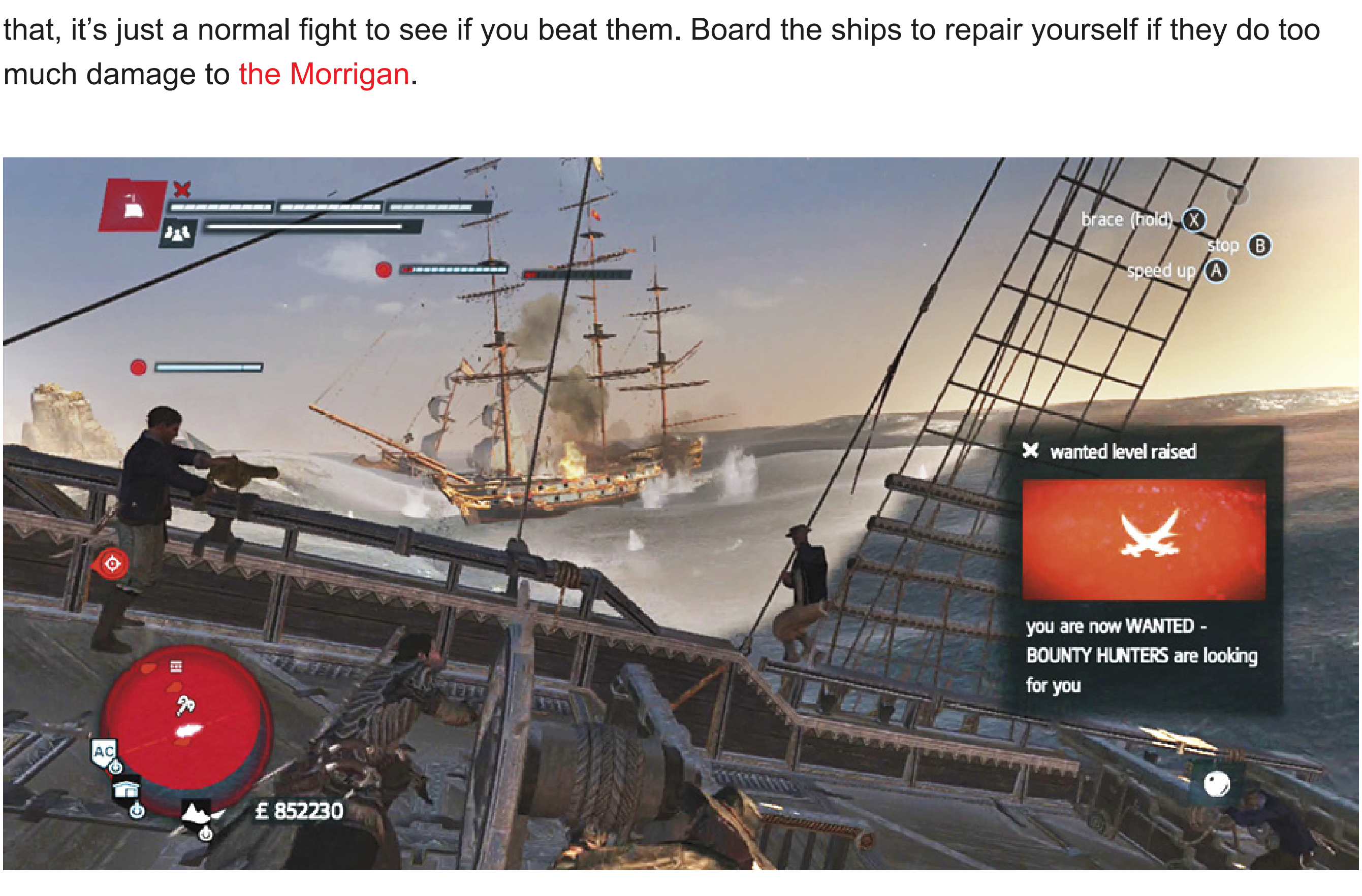
Use short-range, rear attacks with your broadside cannons and mix in mortar strikes to break through the huge armour of these wonderful ships. Seize a few for your fleet so that you can take on the tougher Fleet Missions that come up later in the campaign.

SHIP LEVEL	ARMOUR	CANNONS (FRONT/SIDE/REAR)	DAMAGE PER CANNON
36	19,000	4/32/0	180
49	27,900	8/43/0	200
60	30,000	12/53/0	200

THE WANTED SYSTEM

Destroying too many civilian vessels in a short span raises your Wanted level. If that gets too high, privateers are sent after you. They'll come after the Morrigan specifically and try to take you down, often with ramming and boarding tactics.

Privateers are highlighted on the map, so you know who is coming after you and what angle to watch. Attack them early and at maximum range to get a small leg up on the enemy ships. After that, it's just a normal fight to see if you beat them. Board the ships to repair yourself if they do too much damage to the Morrigan.



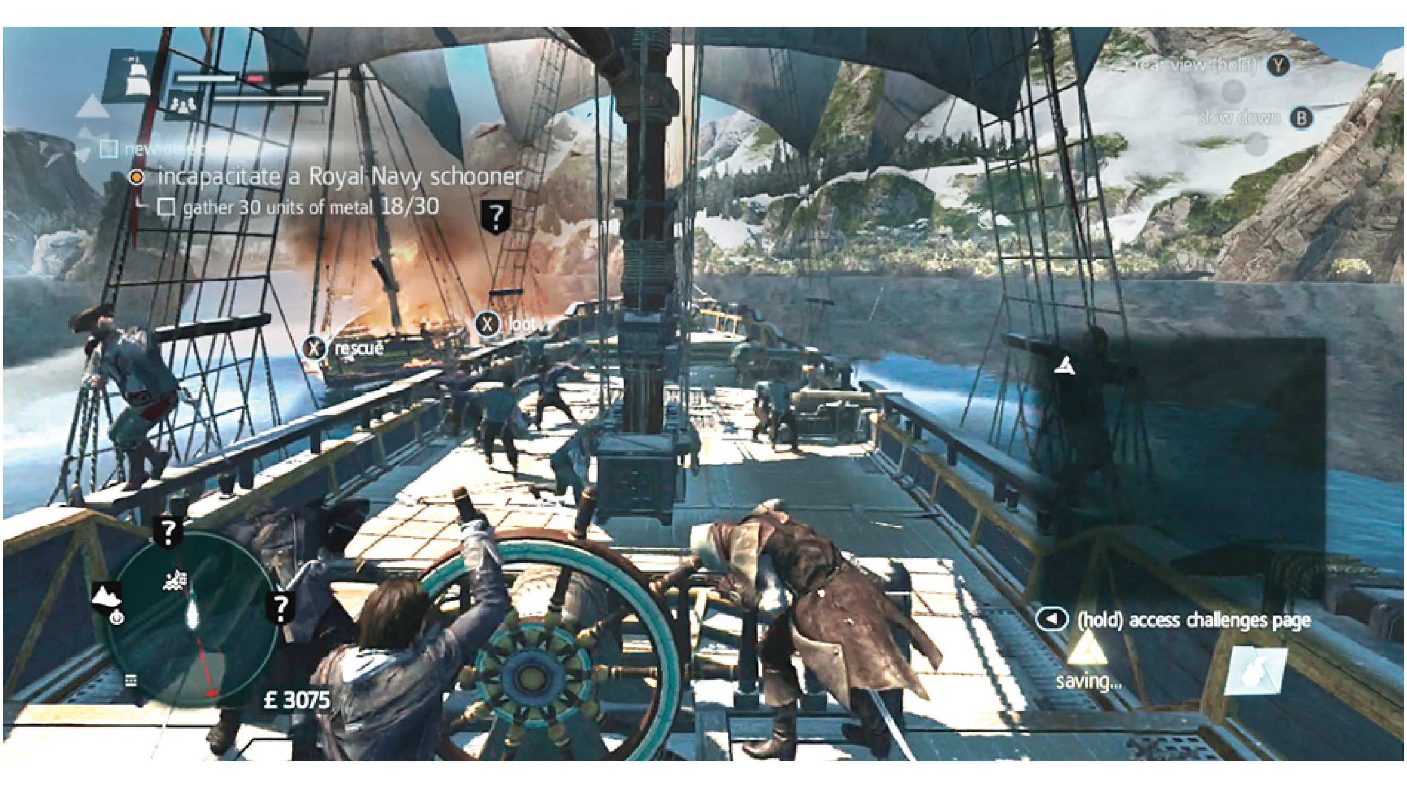
Privateers often have better vessels within their own category. This means that they'd done some upgrades, so privateer vessels are higher in level and are tougher to take down. This makes privateers awesome to board because you get superior vessels for your Fleet Missions once that aspect of the game has been unlocked.

The Wanted System also works on land. Murder civilians to get the Hunters started. They'll come after Shay aggressively, and their numbers rise if he continues to hurt civilians before the meter runs out.

LOOKING FOR RESOURCES

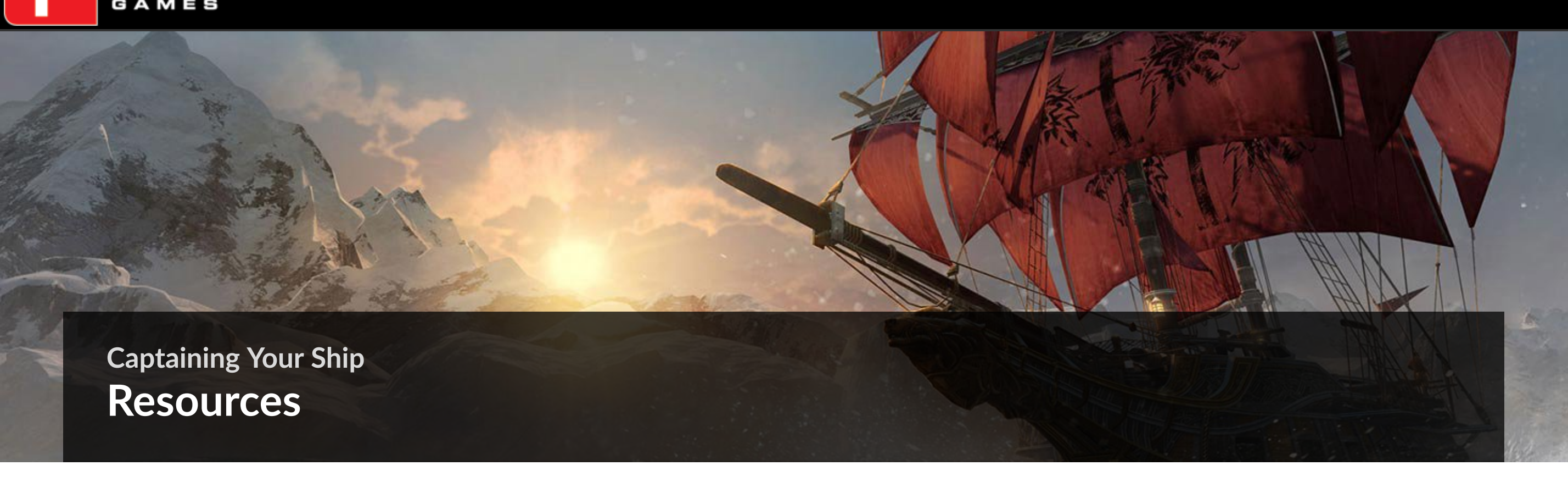
Ship upgrades and Renovations are completed with the resources that you salvage from a variety of sources. There are boxes that contain resources; you find them on land but not very often. They're a poor source of goods.

Destroy ships to get half of their cargo. You know what a ship is carrying ahead of time when you use the spyglass to look at them. Use that to decide whether a vessel is worth attacking.


incapacitate a Royal Navy schooner
☐ gather 30 units of metal 18/30
rescue
loot
(hold) access challenges page
saving...
£ 3075

Board and capture ships to get the full amount of their cargo. This is a very good way to stock up on wood, metal, cloth, and so on.

Certain land activities (like outpost raids) are lucrative as well.



Captaining Your Ship

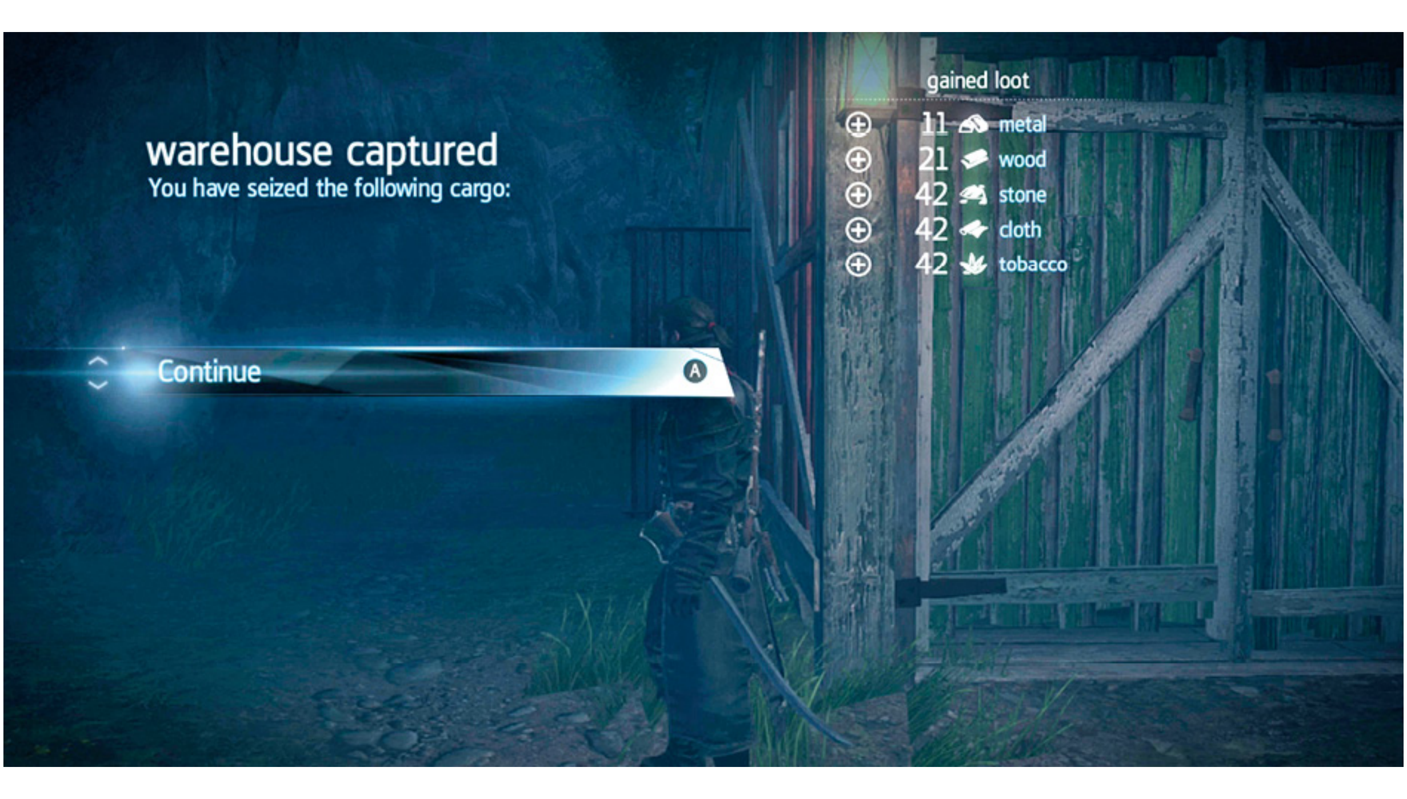
Resources

RESOURCES

Once you're out on the seas, there are plenty of items to salvage. You need all of them for one thing or another, so pick up everything that's floating out there.

Sailors are recruited to help you control the Morrigan and fight your battles. The ship isn't at its best without a full crew, so capture enemies to put them to work or stop at a tavern to grab more people if you've lost some folks along the way.

Wood is a vital upgrade material. It's used in a huge number of ship improvements. You can never get too much of the stuff.



warehouse captured
You have seized the following cargo:

gained loot
11 metal
21 wood
42 stone
42 cloth
42 tobacco

Metal is a combat upgrade material. Most of your more military improvements require a fair amount of metal.

Cloth is used in Renovations, a few ship upgrades, and many of the visual customizations for the Morrigan.

Stone lets you renovate buildings. Help build the new world and reap the rewards for your gubernatorial efforts.

Tobacco is a cash crop. Sell piles of it when you're at a harbormaster and turn that money around to buy new weapons, upgrades, and information before you leave port.

BUILDING AN ECONOMY

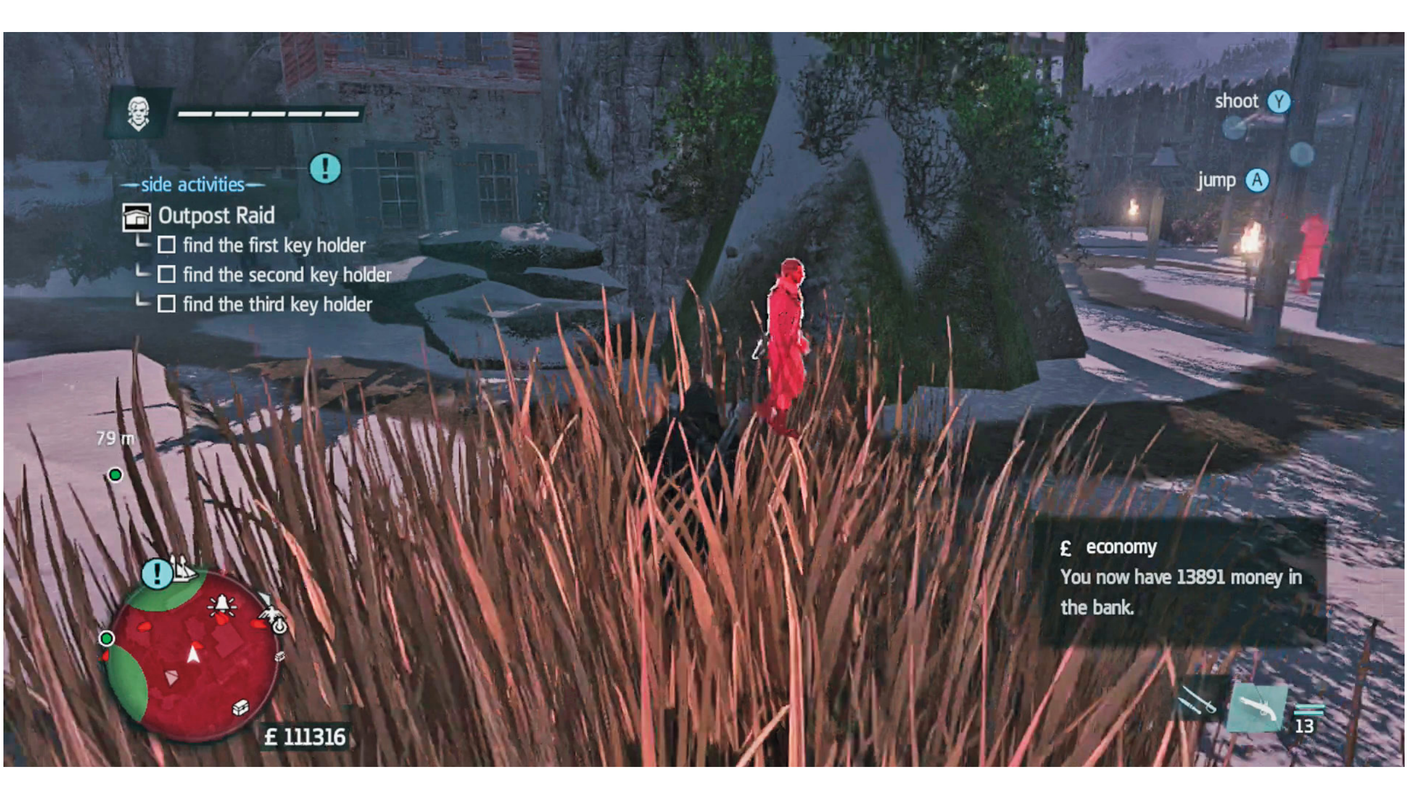
- Collect wealth and resources by boarding enemy vessels and completing side activities throughout the world

- Use your money and resources to invest in property renovation and ship upgrades to obtain more income and battle larger ships

- Use this cycle of increased wealth and resources to gain even more income and purchase upgrades for the *Morrigan* to best any enemy ship

Shay doesn't have to earn every single pound that he's going to spend throughout the game. Even in the new world, there is an economy that you're already a part of. Making use of the economy allows you to earn a great deal of cash throughout the game. This makes it easier to purchase personal upgrades and upgrades to your ship. It also lets you invest heavily in the new world's economy so you can earn more money faster as the game progresses.

There are two major types of resources that you need during the course of the game: pounds and raw goods (like Metal and Wood). Early on, you need to get both of these manually. Opening chests, boarding ships, and completing side activities (like raiding Outposts and hitting Supply Camps) to bring in money. Boarding ships is one of the best ways to earn resources because it's relatively fast once you master it, and you pull in a substantial quantity of pounds and other resources once you're able to take on somewhat larger vessels.



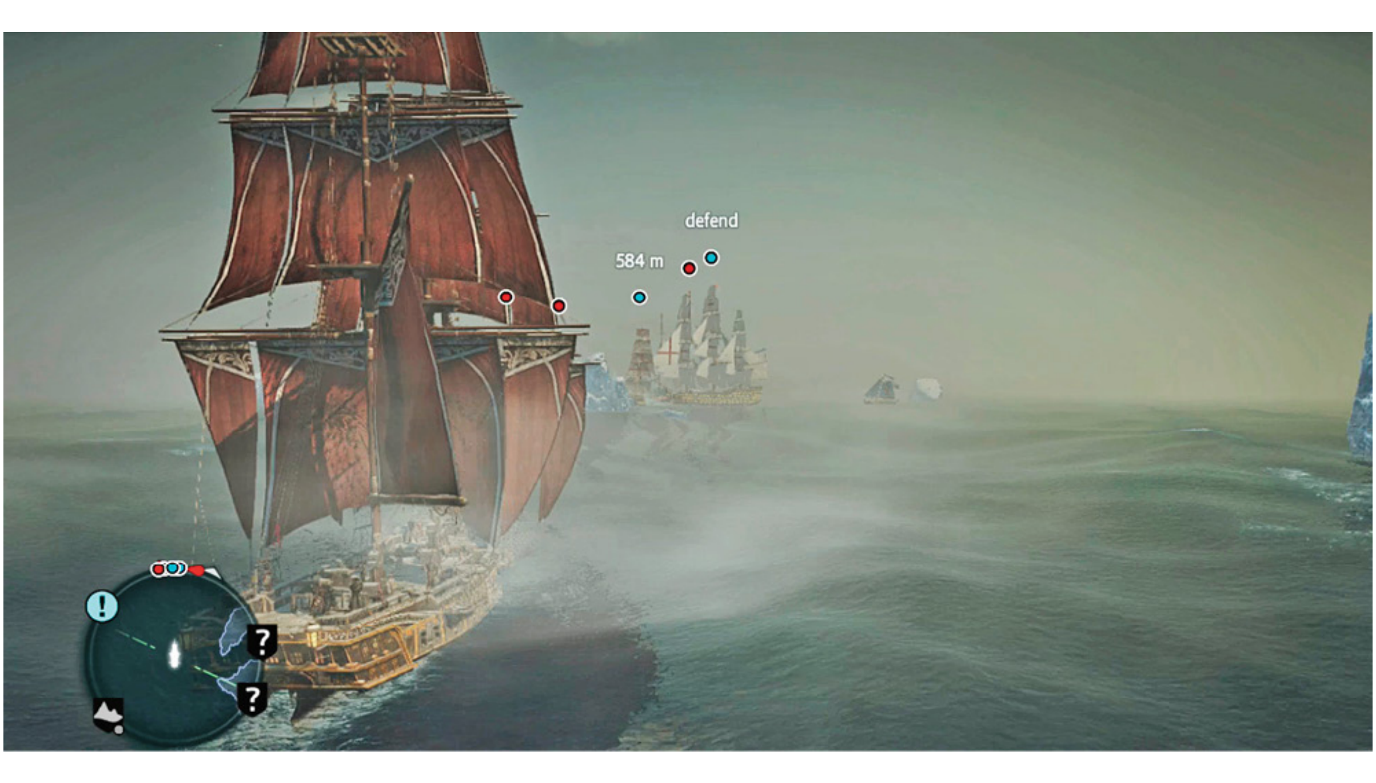
side activities
Outpost Raid
☐ find the first key holder
☐ find the second key holder
☐ find the third key holder

£ economy
You now have 13891 money in the bank.

Use your money and resources to invest in Renovations throughout all three regions of the game. By putting your resources and money into these dilapidated buildings, you get back a huge amount of wealth over time as your investments pay for themselves (and then start to earn profits). The sooner you put money into Renovation work, the easier it is to get a massive income to power through the late game.

Capturing Gang HQs to increase your income even more. Even though these require some time and skilled killing to procure, you won't need to devote Shay's wealth to get them. That makes Gang HQs a wonderful set of targets when you're low on money and resources.

Improving the *Morrigan* is also an investment in the future. Purchasing powerful combative upgrades to the ship allows you to take on heavier vessels without as much risk of failure. Once you're able to board and seize the heaviest enemy ships, it's possible to gain titanic amounts of money and resources without having to hunt around for them. Go to heavy shipping areas in the North Atlantic (in the northwest and northeast), and then go after the vessels there for extended battles with multiple ships. When victorious, you come home with so much money and raw goods that it's easy to buy upgrades and still have items left over for investing in Renovations.



B interact
£ 852271

Fleet Missions generate quite a bit of money over time as well. These missions are launched from the Captain's Cabin after a certain point in the game. They'll happen behind the scenes and let you get free collectibles and wealth. The larger your fleet, the more ships you can send on missions at a time, allowing for pretty serious capital gains. You need money to invest in additional docks once your fleet gets big, and you also have to capture ships instead of simply looting them after boarding. But, this pays quite well over time as each ship goes on to complete many missions for you.

You can also bring in money by selling excess hunting pelts, Tobacco, and by continuing to open chests throughout the world while you hunt for collectibles.

Make sure to collect your money often from the Bank so that it doesn't pile up and stop accumulating. The Bank is found in Gang HQs or inside the Captain's Cabin of the *Morrigan*. Interact with the chest at those locations to get your money (it's also shown on the map as a pound symbol).

Your income will grow large enough to start to using cash for hunting goods, ship upgrades, ammo, and spare outfits without getting in the way of everything else that he's trying to accomplish.

STAYING WARM

Shay takes damage if he swims in cold water for more than a few moments. The screen turns white as crystals form on the edges of your vision, and Shay's health bar begins to fall. This damage is restored fairly quickly once you get out of the water, so this isn't too dangerous. Make sure to only engage in short stints in the water when you're playing in the North Atlantic or in the colder areas of River Valley (up north).

crafting available
Sleep dart can now be crafted in the crafting menu.

stealth swim B
access crafting menu (hold)
£ 852230
9

PICKPOCKETING

throw bomb Y
assassinate X
£ 852221
9

Shay can earn petty cash by pickpocketing both guards and civilians. Stand behind a target and keep pace with them if they're moving. Hold down the Counter button and wait for the gauge to fill. As long as you aren't spotted by a guard while you're pickpocketing, you receive several pounds.

The individual you're targeting determines how much money you get. Peasants don't carry around piles of cash, do they? The better someone is dressed, the more likely it is they'll have a moderate amount of money on their person.

LOOTING

free the smugglers
pick up weapon / loot (hold) B
61 m
£ 1190

Another way to get small sums of cash is to loot the bodies of individuals you kill. They frequently have several pounds and may also have ammunition or tools to steal. To make this process faster, hold down the Counter button while moving past groups of bodies. Shay immediately loots each body in turn, making it easier to get the job done quickly.

PICK LOCKS

Though uncommon, some citizens lock up their goods. In New York, you come across some locked doors during specific missions. Interact with them to pick the locks and gain access to the location without making much noise. Although this is a slow process, Shay always gets the job done if he isn't interrupted. Make sure that patrolling guards cannot see the activity, because you're fairly exposed while picking locks.

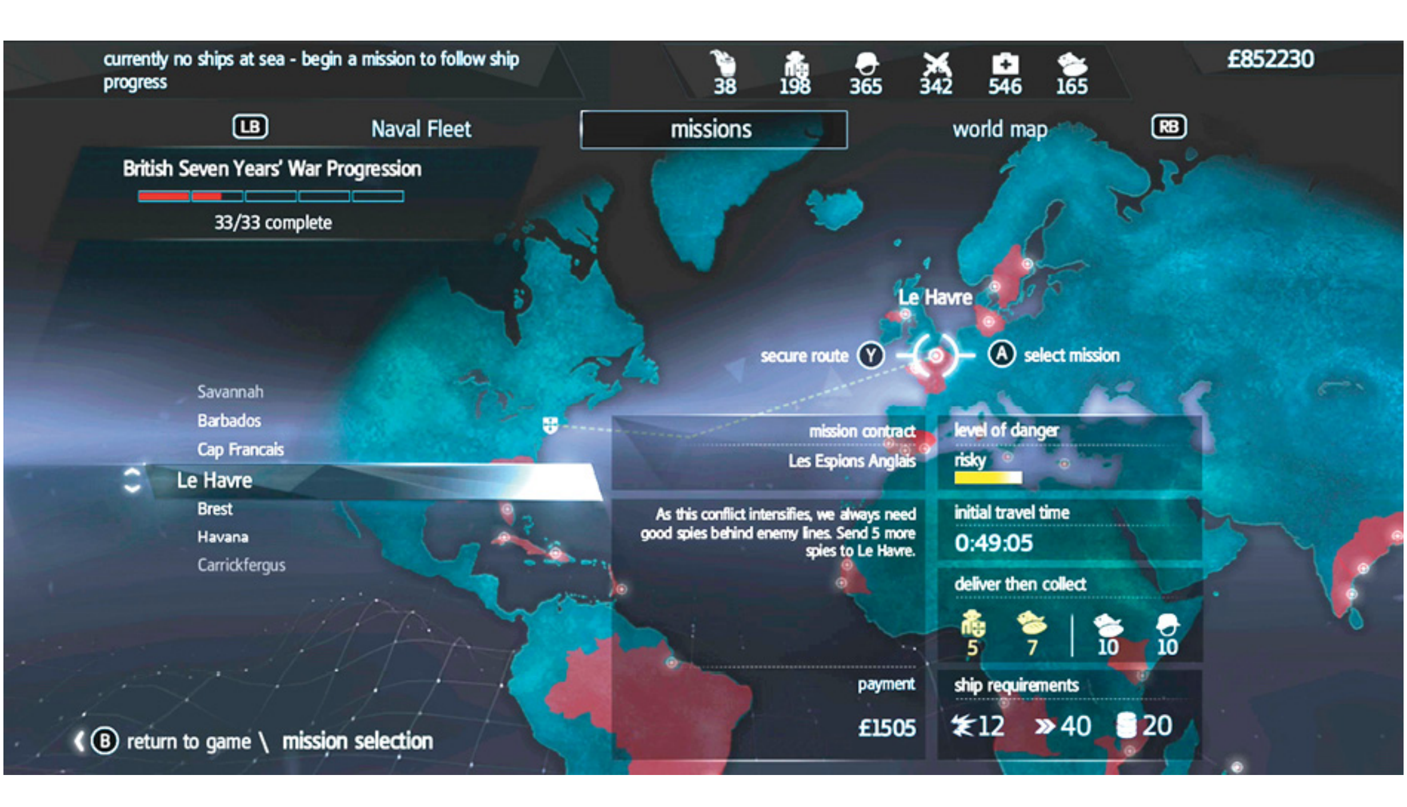
rob the fort
☐ time until British reinforcements arrive: 1:19
☐ cut down the British flag

48 m
£ 174655
14

THE NAVAL CAMPAIGN

Later in the game, you unlock a Naval Campaign. This is a side activity that lets you collect ships for your fleet. Send them to secure trade routes and distribute goods along those routes for extra money and unlockables. There are 33 unique missions in the campaign, and it's one of the many cool activities that you get to work on while going through the game.

The Naval Campaign is covered in the "Side Activities" chapter of this guide.



currently no ships at sea - begin a mission to follow ship progress

British Seven Years' War Progression
33/33 complete

mission contract: Les Espions Anglais

As this conflict intensifies, we always need good spies behind enemy lines. Send 5 more spies to Le Havre.

level of danger: risky

initial travel time: 0:49:05

payment: £1505